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EDITOR'S LETTER

Ignorance Was Bliss

When I first started playing *Magic*, it was wrong. No, not the evil, Satanic, blood-letting, demon-worshipping type of wrong. Just the "we don't know what the hell we're doing" kind of wrong.

I started playing back in my college days when my buddy Dave told me about this great new game called *Magic*—sort of a cross between *Dungeons & Dragons* and cards, he said. Needless to say, we were both quickly hooked. However, with nothing more than a minuscule rule book and some tips from another friend, we had a few misconceptions about the game.

At the time, Dave owned a Juggernaut and I, alas, did not. Now, Juggy is still a pretty powerful card, but back in those days when we only had about 75 cards apiece, Juggernaut was *the* card. If I didn't do damage fast and furious, once the Jug was out, the game would usually tilt in Dave's favor.

But there was one card more powerful than the Juggernaut, more powerful than any *Magic* card ever created. Actually, five cards...and I had 'em all.

I'm talking about the Circles of Protection. When I plopped down a COP: Red, forget it, Dave was helpless. His Lightning Bolts, Dragon Whelps, Dwarves and other red creatures and spells were powerless.

No, I didn't have mana batteries, vaults, prisms or any of those newfangled mana generators that are all the rage these days. What I did have was a misunderstanding. "Prevents all damage against you from one red source." That's what the card said. So, as long as I had one mana to spend, I was safe. Dave could send 40 Shivan Dragons and a trio of Lightning Bolts at me, and all I'd have to do is tap a single mana and all their damage disappeared.

Yes, we later learned the true—much more limited—power of the COPs...and promised to never speak of our mistakes again. (Oops.)

And then there's banding, an important creature ability in *Magic*. That one we didn't even bother with—way too confusing. Even Fireballs with their X damage took us a while to figure out.

But it never really mattered. We had a blast playing, and still do, regardless of how much the rules—or, more accurately, our interpretations of them—have changed.

In fact, when we did a five-week backpacking tour through Europe, a good amount of it was spent playing...you guessed it, *Magic*. Yeah, we got some strange looks from the stewardesses, and we even tried teaching it to some kids in a Belgium youth hostel, to little avail, but what the hey, we had fun.

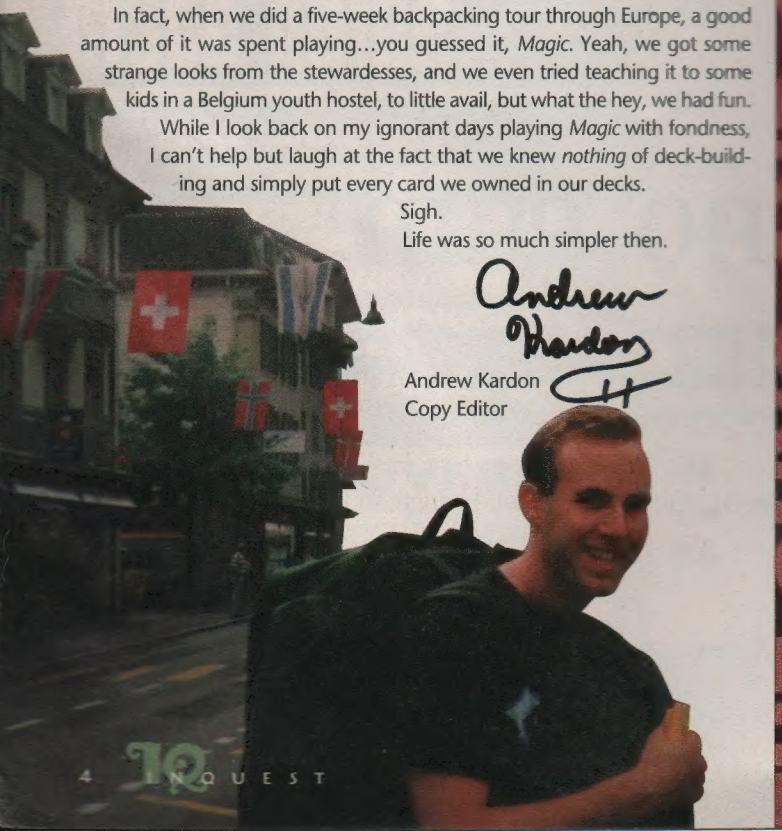
While I look back on my ignorant days playing *Magic* with fondness, I can't help but laugh at the fact that we knew *nothing* of deck-building and simply put every card we owned in our decks.

Sigh.

Life was so much simpler then.

Andrew Kardon

Andrew Kardon
Copy Editor



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Herbert West by Roger Raupp

InQuisition

Letters to the editors

You're Nuts!

Well, not all of you. But a lot of you. How else do you explain the guy from Austin who sent a letter written in pink fingernail polish on the back of a paper plate? Or the correspondent from Oklahoma City who scribbled "I Love *InQuest*" on a doll sock? Or the woman from San Jose who sent a three-page poem written entirely in Spanish? (Like I don't have enough trouble with English—although I did catch the crack about "El Swano.") Then, there's the writer who thinks he can con me into printing his name by claiming he's built a shrine to "Swan Song" on top of his dresser. (He's Adam Hollobaugh from Morgantown, West Virginia.) Sheesh.

Luckily, we also get mail from run-of-the-mill folks, like, f'rinstance, this run-of-the-mill Minnesota occulist...

Calling All Cultists

I'm new to CCGs, *Magic: The Gathering* in particular. I've tried to get interested in other games, like *Everway* and *Mythos*, but they just weren't what I needed. Anyhow, since Wizards of the Coast has released an equatorial-based game (*Mirage*), I was wondering if they were going to do anything with Egyptian and Mesopotamian mythologies. The ancient gods of the Egyptian Book of the Dead would make very interesting cards for us *Magic* players who are occultists. A few cards I've thought up include:

Azathoth: Summon the Blind Mad God (7/8 trample)

Apzu: Summon the Salty Waters Below the Earth (X/10 landwalk; X equals the number of islands you control plus the number of lands the target controls)

Marduk: Summon Slayer of the Wurm (6/6; deals -5/-5 to all black creatures who attack this target)

Just a thought.

The Bard Algol Eriboas
Chaska, MN

This letter came on genuine-looking occultist stationery with some genuine-looking occultist symbols scrawled near the bottom, which may have something to do with why my tongue just turned black and fell into my Dr. Pepper.

Our Kinda Guy

The *BattleTech* story ("Go Ahead, Mech My Day," *InQuest* #20) was excellent. I've started playing and have found it to be a very straightforward game with limitless potential. And the new *Monopoly* game ("Swan Song," *InQuest* #20) sounds wicked. I wish I could get one!

I've been paying you $3.99 per issue since June 1995. You have a well-rounded magazine that is simply great. What else can be said? *InQuest* is the best!

Rick Swan, can you come to my house? Please?

Garrett Long
Salisbury, MD

Maybe. You got Pop Tarts?

"Stargate" courtesy of Everart Collection

Ban Club, Part One

I was taken aback by the "Magic Updates" in *InQuest* #20 where it was stated that as of January '97, *Fallen Empires* and *Ice Age* cards will no longer be legal in Type II tournament play. This sucks! I wonder if Wizards of the Coast took into consideration the players who've gotten into the game only recently, the players who don't have anything but *Alliances* and *Ice Age*. I've been playing now for about five months. When I started, *Ice Age* was about the only stand-alone set available. Now nearly 70 percent of my cards are useless in most tournaments. I'm stuck with them. What am I supposed to do?

Don Donelson
Port Charlotte, FL

Use 'em, Card Boy! You can still read the text, can't you? The cute little pictures didn't disappear, did they? Would you get rid of your football just because you couldn't play in the NFL?

Ban Club, Part Two

Several recent letters to "InQuisition" have complained about the practice of banning and/or restricting cards, like Mind Twist and Channel. These complaints merit further scrutiny.

A card like Mind Twist is banned for a very good reason: it's so powerful that it distorts the playing environment, even when restricted to one per deck. When, for instance, we see red/blue decks with Sulfurous Springs or Underground Rivers supporting one black spell, something is terribly wrong. Of the top eight finishers at the 1995 National Championship, six players used Mind Twist (this was one of the last big *Magic* events to allow this card). And if people believe that the Necrodeck—which features the recently restricted and far less powerful Hymn to Tourach—is a plague on the tournament scene, try allowing Mind Twist again and see what happens.

Channel causes a similar problem, because a player with a lead in life, no matter how small, can win the game in one turn with the Channel/Fireball combination. Imagine two red/green decks with Channel or two Necrodecks with Mind Twist. The outcome of the game will most likely depend on which of the two players is able to cast

their banned spell first. Is that the kind of environment that players want to see?

But above all else, everyone should realize that the Duelists' Convocation only governs *Magic* tournaments. Players are free to use Mind Twist, Channel or whatever restricted or banned cards they like in their own games. Those who insist that they want every card available in tournaments seem mainly to be interested in forcing the playing field to conform to their own wishes (and their own decks).

No one is being forced to play in tournaments. Perhaps the people who complain about the banning and restricting of cards would be better served by focusing their energies on coming up with new deck designs that fall within the rules–whatever those rules might be.

Ryan T. Kato
Burbank, CA

I hereby propose a new environment called the One Pound Tournament. The rules: (1) No entry fee. (2) No prizes. (3) All cards allowed. (4) Anyone whose card collection weighs more than one pound is ineligible to play.

Inquiring Duelists

Regarding the recent changes in Type II tournaments, will we still be able to use *Ice Age* cards that are also in the basic set, like Counterspell and Disenchant? Will Snow-Covered lands be banned as well?

Bobby-Hendrick
Virginia Beach, VA

Why ban cards at all? Why not ban combos instead?

Kirk Osborne
Claypool, IN

So sayeth Jason Carl, spokesperson for Duelists' Convocation International: "Yes, in Type II tournaments, you can still use basic set cards that also appear in* Ice Age. *Snow-Covered lands, however, will not be permitted in Type II. As for banning combos, that's something we considered at one time. We actually did some brainstorming and testing. But we found it created more problems than it solved. It made for unnecessarily complicated restrictions in deck construction. So we don't ban combos, and that's not likely to change in the near future."

Born to Lose

First, I want to say that your magazine rules. Second, I haven't had that much luck playing *Magic*. I know, I know, you're just going to tell me that I need to practice more, and that I also need to improve my deck. Well, I've been "improving" my deck for about six months, and it still doesn't seem to be working out.

Can you help me? You're my only hope.

Stephen Stockton
Roseburg, OR

Wanna hear a secret? I've been playing* Magic *since Wizards of the Coast hatched their first Dingus Egg, and despite having a pretty fair collection of cards, despite having tweaked and twidded my deck till my fingers turned blue, despite having access to virtually every expert in the industry, I still stink. I mean, even a brain floating in a jar could beat me. So do what I do: just play for fun.

Hannes Fan

I love your mag, and the changes that you've made over the months are great. I look forward to the "Killer Decks II" column and hope to see *BattleTech* in there. But could you please get someone with a better working knowledge of *Magic* to do the "Top 10 Hottest Cards"? (Hint: Ivory Gargoyle sucks unless your opponent has control of it.) Why not recruit Jeff Hannes? I think he'd do a great job, especially after reading his "Illusions of Grandeur" in issue #19. That was one of the best articles I've ever read. Could you get him to write another one like it and include some more cards?

Scott Neumann
Hines, MN

Sorry. Jeff saw your letter and demanded a raise. So we had to put him to sleep.

Mr. Deep

Pretend you began *Magic* when *Fallen Empires* came out, and now you would kill (or maybe just maim) to have the power of the Moxes or a Black Lotus. Now pretend that for some reason, you have just received a pack of Alpha or Beta. What would you do?

A. Open it, and risk the chance of getting some weak, unwanted cards.

B. Not open it, letting the pack gain value steadily, but forever wondering if it contained an awesome card.

Deep, huh?

Matthew Musingo
Quakertown, PA

I'd rip it open the second I laid eyes on it. Then again, I'm an impulsive geek with no will power. What about the rest of you?

Decipherings

I'm a fan of the *Star Wars* CCG. What's the deal with Decipher's Rebel Leaders? What cards do they give out?

Jason Jessico
Duluth, MN

Is Decipher planning to release anything else for "The Empire Strikes Back"? How about "Return of the Jedi"?

Jeremiah Jones
Pella, IA

So sayeth Matt Mariani, spokesperson for Decipher: "Rebel Leaders are Star Wars experts who appear at stores and conventions around the country. They introduce new players to the game, give strategy tips to experienced players and hand out two special cards: Red Leader and Gold Leader. We post their appearance schedule on our website: www.decipher.com. Normally, the only way to get their cards is to meet them, but check out our website, because we occasionally offer the cards for free with a self-addressed stamped envelope. The last 'Empire Strikes Back' set was going to be called* Bespin, *but now it's called* Cloud City. *It'll be out this fall. There'll be three different expansions for 'Return of the Jedi' released in four-month intervals. The first will be out in the winter of '97-'98. No titles yet."

P E N P A L S

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to InQuestMag@aol.com or mail it to us at: I.Q. Pen Pals, c/o InQuest, 151 Wells Ave., Congers, NY 10920. Make a friend!

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Good Will Ambassador

A great ciao from the country of art and sun. When we here in Italy look at the prices you pay for cards, we think that (1) in America, every player is also a collector, or (2) Americans play *Magic* like they play soccer: crappy. For example, none of us would dream of paying $25 for the choo-sucking Balduvian Horde. Nor would we pay the prices you do for the Baron Sengir or Phyrexian Dreadnought. Do you seriously put cards like those in your decks? I'd like to play for ante with you.

Anyway, *InQuest* is really the best on the scene. You are nice, beautiful and powerful. Keep on!

Gianluca Bevere
Milano, Italy

Perhaps it's just a rumor, but I hear that the Fifth Edition Balduvian Horde won't suck nearly as much choo.

Critic's Corner

Is the *X-Files* CCG any good?

Jeff Weir
Twin Falls, ID

Well, I wouldn't say it's the greatest CCG I ever played. On the other hand, I wouldn't call it a choo sucker.

Magic-less Mac

I've been playing *Magic* since *Fallen Empires*. I also enjoy using my Macintosh computer. I've been anxiously awaiting Acclaim's *Magic* computer game. But when I saw the ad in *InQuest* #20, I was extremely disappointed to see that it was only for Sega Saturn, Playstation and Windows 95. Could you ask them if they're making a Mac version?

Keith Lehnert
Sparta, NJ

So sayeth Kathryn Morris, spokesperson for Acclaim Entertainment: "We started out as a console gaming company, and we're just now moving into the PC market. Our foundation has been in Nintendo, Super Nintendo, GameBoy and all that stuff. Magic is one of the first titles we're developing for the PC. But sorry, as far as I know, we won't be doing any Macintosh games."

A Modest Proposal

As a long-time *Magic* player, I've read many articles on the state of the game. It seems as though Wizards of the Coast wants it to become a major "sport," as popular as chess and with a pro tour as big as the NBA. There's just one problem: the price tag. You don't have to buy 20 chess sets to get a queen or a case of basketballs to get a ball that will bounce. With a pack of *Magic* cards costing $2.50 or more, and single cards averaging more than $5, many would-be players simply can't afford it. With the advent of Type II, players are now forced to buy new cards, and I mean new cards aplenty. I still haven't got all the *Alliances* cards I want; now comes *Mirage*, and on the horizon lies *Visions*.

With this in mind, I suggest a new tournament environment. This new environment would include all of the cards from Revised and every expansion thereafter. The release of Revised is arguably when *Magic* began to achieve its greatest popularity; it's also when most players began to play. I believe that this new environment would inspire more players to compete in tournaments. They could use almost every card in their arsenals, and not have to worry about getting blasted by Time Walks, Moxes and Lotuses.

Joshua D. Wittenmyer
Columbus, OH

Not a bad idea. Still, a gazillion new cards, a gazillion new rules, a gazillion new tournaments ... geez, if Magic gets any more complicated, I'm gonna have to learn how to count without using my fingers.

Blast From the Past

A look at *InQuest*'s favorite classic games...

NAME: PARANOIA

ORIGIN: West End Games, 1984

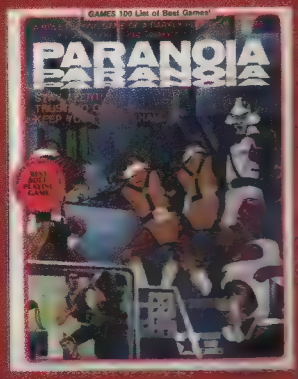
TYPE: Science-fantasy roleplaying game

CONCEPT: Greetings, citizen! As a Trouble[illegible] here in the underground city of Alpha Complex, you will lavishly serve your friend, The Computer. You and your fellow Troubleshooters root out traitors, [illegible] unregistered mutants and members of secret societies. By the way, you and they ARE mutants and members of secret societies. You all despise each other, and you all have laser pistols. Aren't you glad you have six clones? You are having fun, aren't you citizen? Not having fun is treason, and traitors must report to the Termination Center. *Paranoia* is fun. Other games are not fun. Buy *Paranoia*.

LEGACY: Greg Costikyan's landmark comedy hit *Paranoia* (and his other 1985 RPG, Steve Jackson Games' *TOON*) showed that RPG rules could be hilarious reading instead of dull, dry text. Many RPGs today (*Feng Shui*, *Over the Edge*) have learned that lesson. If only CCG publishers could too!

AVAILABILITY: West End's current "5th Edition (actually the third) and post-1990 adventures are tedious wastes of time. Look for the brilliant 2nd Edition (1987) and early adventures like *Yellow Clearance Black Box Blues* and *Acute Paranoia*.

—Allen Varney (AVarney@aol.com)



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BRAZIL
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MAGIC: The Creations

The fun who invented the best Magic card this month wins a Snowfall Magic card signed by Mel Frogbo and three different foreign edition Magic packs! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

COPY CAT

Erik Mechen, Charlotte, NC

2 0 0
Copy Cat
2: Until the end of the turn, Copy Cat gains all characteristics except color of any one target creature blocking or blocked by Copy Cat. Spells and effects upon the target creature are not copied. Use this ability after blockers have been assigned but before damage is dealt. When this ability is not in use, the #'s below equal 2.

MANA STREAM

Eben Sark, Fremont, NE

Mana Stream
Instant
If you wish to cast a spell and you do not have enough mana, your opponent may choose to pay the casting cost instead. They gain X life, where X equals the spell's casting cost. If your opponent chooses not to pay the casting cost, Mana Stream is discarded. Counts as a green spell.
-"Tis better to give than to receive."

In your own original Magic card, please send a full color reproduction (color copy is acceptable) of your card, a description of your card's abilities, and your name and address to:

Magic: The Creations
c/o InQuest
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS!

• Mark Sheldon from Houston, Texas figured out the answer in our "Magic Around the World" contest from #20, so he's getting five boxes of foreign Magic booster. For those playing along at home, the quote was "Ha ha ha! Midgets! You think you can stand in my way?" - one of the flavor text on the Crow Giant.

• [illegible] Alpha, Arabian Nights and Antiquities, as well as a playset of each rare in each set. He plans to use it to [illegible] Florida for Nemesis.

Magic: Doomed!

I'll admit I used to be a *Magic* junkie, but times have changed. I've found the game beyond all games: *Shadowfist*. If you like - or at least have heard of - Jackie Chan, Chow Yun Fat, Jet Li, Simon Yam, John Woo or Ringo Lam, and if you like action, than this is the game for you. It's fast-paced, and the outcome is rarely obvious. And wait till you get a look at cards like The Golden Gunman, Both Guns Blazing and Kiii YAAH!

The sun does not rise and set on *Magic*. I once had that mentality until *Shadowfist* converted me. About four months ago, I tried *Magic* again for the sake of salvaging a rather expensive hobby, but I found the pace of drawing only one card (or two, if I was lucky) was just too boring. So I say, expand your horizons and try different stuff, because I sense *Magic* is going to drop like a brick.

Steve Tong
San Francisco, CA

Magic to drop like a brick? If you plan to pursue a career as a stock broker, I think I'd reconsider.

Behold the Anti-Swan

Rick Swan, you are funny, and I love the magazine. But I'm concerned about your loyalty. I am a Cardflopper. My friend is a Dicechucker. I was looking at one of his *Advanced Dungeons & Dragons* books titled *Tome of Magic* and saw your name on the front. "No! It can't be true!" I said. But it was.

You are a disgrace to fellow Cardfloppers. You have written a book that is an offense to loyal *InQuest* readers. I hate you!

Jacob Berger
Floresville, TX

Sir, you are misinformed. I am neither Flopper nor Chucker, but a combination of both. I am a Flucker.

Mascot Mania

Hi, gang! I notice that you don't get many international letters, so I thought I'd lend an English slant to your esteemed column.

On the departure of Anson Maddocks, we'll all miss him, I'm sure, but Robert Bliss and Brom make up for that loss. Anson may have ruled the *Magic* roost once, but *Mirage* has the best artwork yet, don't you think?

I was at a Type I tournament recently, and I had the honor of seeing a deck loaded with Moxes, a Lotus, Time Walk and Time Vault get its butt whipped by a cheap white weenie. I laughed so hard, they had to take me outside for some air.

By the way, has the urban myth of the Shredded Orb reached the States? It seems that a player at a local tournament won the final by tearing up his Chaos Orb and sprinkling the pieces over his opponent's cards.

Are you still looking for an *InQuest* mascot? How about that mailbox at the top of every "InQuisition" column? You could even call it something cheesy like Marvin the Mailbox and have it think all kinds of miserable things.

Dave Higgins (British and proud of it)
Kent, England

Marvin the Mailbox? No wonder you guys lost the Revolutionary War.

I've got the perfect mascot for you. How about Princess Leia in a thong bikini?

Johnathan Levy
Boston, MA

... Cow Nose the 50-Pound Cat?

The Bob
Vancouver, B.C., Canada

... my purebred red Abyssinian cat named Quadruple Grand Champion Leotie's Mox Ruby?

Robin Sessler
Mendota, IL

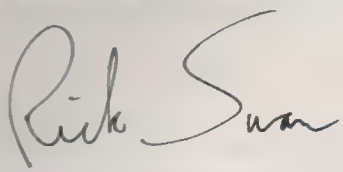
Robin sent along a photo of Quadruple, but in a fit of jealous rage, Cow Nose barfed all over it.

... Richard Garfield?

R. Estrada
Boulder, CO

How about Richard Garfield in a thong bikini?

Y'know, if Bob Dole had written to InQuest for campaign advice, he'd be president today. Don't make the same mistake—keep in touch!



See ya next time!

Rick Swan, or, if you prefer, El Swano, gets his hand [illegible] the Swan's Song" from the [illegible] call on Taco Bell.

Send yer letters to **InQuestMag@aol.com** or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space.

COMMAND IG-88 TO DELETE HAN SOLO'S FILES

TEACH CHEWBACCA HOW TO USE THE FORCE
INSTEAD OF HIS BICEPS

PULL THE PLUG ON THE EMPEROR'S HOLOGRAM

GIVE VADER SOMETHING TO THINK ABOUT
IN HIS MEDITATION CHAMBER

SEND SOMEONE A MYNOCK
(THEY MAKE GREAT GIFTS)

SIGN UP FOR JEDI NIGHT COURSES

PARALLEL PARK THE SUPER STAR DESTROYER EXECUTOR

PLAY CHICKEN WITH AN ASTEROID

ARM YODA WITH A CONCUSSION GRENADE

SEND A FEW OF YOUR FAVORITE BOUNTY HUNTERS
TO PAY LUKE A VISIT

GIVE A SPACE SLUG INDIGESTION

FLIRT WITH A PRINCESS
HINT: THEY HAVE A SOFT SPOT FOR SCOUNDRELS

SETTLE A DISAGREEMENT
WITH A HIGH-YIELD PROTON BOMB

FACE YOUR FEARS
WITH A BLASTER CARBINE

TRY YODA'S STEW
IT CONTAINS 8 ESSENTIAL SNAKES AND VARMINTS

IF IT'S IN YOUR **HEAD**
IT'S IN **HERE**

DAGOBAH™-MARCH 1997

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Honolulu, HI	Mountain View, CA	Los Angeles, CA	Phoenix, AZ	Kansas City, KS	Minneapolis, MN	Atlanta, GA	Orlando, FL

IQ news

Big Plans for Decipher

Decipher, publisher of the *Star Wars* and *Star Trek* customizable card games, has a busy year ahead. Each game has four new product releases due.

"We're expecting both games to have their best years ever in 1997," said Decipher Marketing Director Matt Mariani. "With the success of 'Star Trek: First Contact,' renewed interest in the 'Star Trek' Universe, and the return of the 'Star Wars' movies to the big screen, more people than ever are interested in *Star Trek* and *Star Wars*."

The first two *Star Wars* releases, *First Anthology* and *Dagobah*, are due this March (see "On the Shelves," page 18). *Dagobah* introduces a new pricing and packaging policy: Instead of coming 15 cards to a $3 pack, it'll be sold in packs of nine cards costing $2.50 each.

While the new packaging plan will raise the per-card cost slightly, Mariani said it will ultimately benefit the collector. "There are now only three levels of commonality, instead of three levels plus all the different sublevels," Mariani said. "Collectors will pay less for rare cards, and that means they'll pay, on average, 16 percent less to collect a full expansion set of cards."

The other *Star Wars* releases due this year are *Cloud City* and *Special Edition* (see sidebar).

Meanwhile, the name of *Star Trek: The Next Generation Customizable Card Game* is officially changing to *Star Trek: Customizable Card Game*, a reflection of the fact that Decipher recently acquired the rights for "Star Trek"'s "Deep Space Nine" and "Voyager" TV series as well as the feature films starting with "First Contact." (See "Decipher Gets 'Star Trek' Licenses," "*IQ* News," *InQuest* #22.)

The first product to carry the new name will be the *Star Trek: CCG First Anthology*, due in March.

Decipher has three other *Star Trek* releases on tap for 1997: *Fajo Collection*; *First Contact*, based on the film; and *Holodeck Adventures*, based on the "Next Generation" television series.

Mariani said that a *Deep Space Nine* expansion will appear in early 1998, with a *Voyager* expansion to follow later that year.

—Matt Brady

Upcoming Star Trek and Star Wars CCG Releases

DUE	PRODUCT	HIGHLIGHTS
March 1997	*Star Trek: Customizable Card Game First Anthology*	Six *Deep Space Nine* and *Voyager* preview cards, samples of all previous *Star Trek* releases
March 1997	*Star Wars: Customizable Card Game First Anthology*	Boba Fett, Jedi Pack, samples of all previous *Star Wars* releases
March 1997	*Star Wars: Dagobah*	Space Slugs, *Executor*, Yoda, bounty hunters
Spring 1997	*Star Trek: The Fajo Collection*	Special collectors kit including full set of original, unique, playable *Star Trek* cards
June 1997	*Star Trek: First Contact*	Zefram Cochrane, Borg Queen, *Enterprise E*
July 1997	*Star Wars: Cloud City*	Lando Calrissian, Lobot, carbonite freezing facility
November 1997	*Star Trek: Holodeck Adventures*	Picard's Dixon Hill adventures, Data's Sherlock Holmes outings
November 1997	*Star Wars Special Edition*	Ronto and other items added for "Star Wars" re-release
Early 1998	*Star Trek: Deep Space Nine*	Based on the ongoing TV series
Late 1998	*Star Trek: Voyager*	Based on the ongoing TV series

NOTE: See "On the Shelves," page 18, for more information on March releases. Other due dates are tentative.

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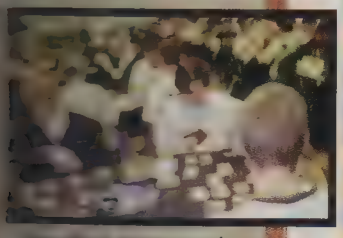

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NEWS:

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- ... 'Outer Limits' scholarship

Mayday for Mayfair

Mayfair Games, facing extinction, is hoping for a white knight's rescue.

In its 16 years, Mayfair lost $12 to $16 million, according to various estimates. Mayfair's many and varied games were well-known; some were respected.

The company was financed by the Bromley family fortune, controlled by matriarch Janet Bromley. She called in a bank note that Mayfair couldn't cover and gained sole ownership of the company from her sons in February.

"We could have covered it," Mayfair President Darwin Bromley, Janet's son, stated. "We just decided to move on to other things."

The Bromleys have had a rough year. Mayfair's sales were off, something Mr. Bromley attributed to a poor overall market. Both he and his brother Peter underwent surgery. Darwin is also divorcing his wife.

"Part of it is that I'm physically tired," Bromley said. "Also, I see the market going sideways and down."

Bromley plans to practice law, consult on gaming and collecting, and pursue his lifelong dream of establishing the National Games Museum. "I don't see the industry turning around for a couple of years," he said.

However, Director of Sales Lou Rexing attributes Mayfair's failure directly to its "inability to manage money," including Bromley's 25 to 30 convention appearances annually (by Bromley's own estimate) and marketing so extravagant that "I could have taped a $20 bill to every one of our games instead."

Mayfair's final fate will be determined at a later date. "The only thing we know for sure is that the Bromleys will no longer own Mayfair," Rexing stated flatly. "Either we'll have found a buyer or we're filing for bankruptcy."

Printer Carta Mundi forgave Mayfair's debt in exchange for *SimCity* and *Bridgette*; other creditors are bartering for equipment. Distributor Wargames West abandoned a purchase bid but hired five former employees.

Mayfair was founded in 1981 by Darwin and Peter Bromley and some investors whom the brothers later bought out. It published roleplaying games (*DC Heroes*, *Chill*, *Underground*), collectible card games (*SimCity*, *Fantasy Adventures*), card games (*Family Business*, *Express*, *Bridgette*) and board games (*Cosmic Encounter*). Mayfair was known for its train games, including *Empire Builder* and the *Rail* line. It also imported and translated many European games, including the critically acclaimed *Settlers of Catan*.

—Matt Forbeck

White Wolf Sci-Fi Times Two

When White Wolf displayed a draft of a science fiction roleplaying game called *Exile* at Gen Con last year, it announced that the full-fledged game would appear in August 1997. But now *Exile* has been held up indefinitely and White Wolf is launching a separate science fiction RPG.

Exile is the brainchild of White Wolf co-owner Mark Rein•Hagen, who designed *Vampire: The Masquerade* and other "story-telling" RPGs for the company's acclaimed "World of Darkness." Player-characters in *Exile* have been sent from the paradise planet Diadar into the wild space of the Grange.

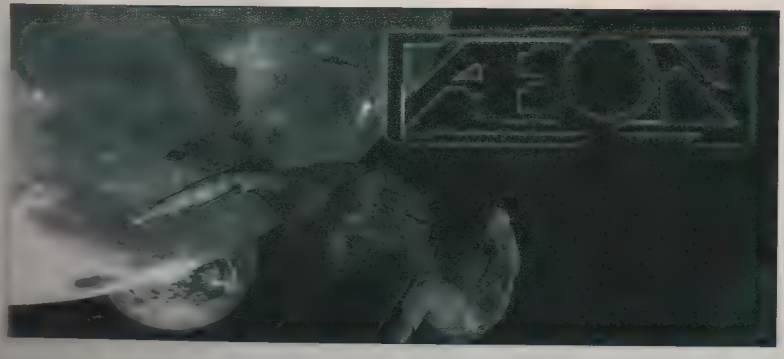
Rein•Hagen wanted *Exile* to be controlled by a new nonprofit organization, the Null Foundation. According to Null's World Wide Web site, www.null-f.org, revenue from *Exile* would be channeled back to Null to develop an increasingly multilayered, self-supporting, ever-evolving game.

White Wolf, supporting the idea of creator control, released all rights to *Exile* to Rein•Hagen shortly after Gen Con. Then it stepped up work on *Aeon*, a project Rob Hatch, currently the *Vampire* developer, had outlined in 1995.

Aeon, scheduled for release this November, deviates from White Wolf's signature games. "*Aeon* is more action-oriented, with a lot less of the 'angst' that's typical of the story-telling approach in *Vampire*," White Wolf Publicity Director Greg Fountain said.

Aeon emulates classic space opera, updated to include advanced biomechanics and artificial intelligences as well as bug-eyed monsters. Player characters are Factors, human "weapons" with enhanced psychic abilities who protect Earth from invasion by alien Aberrants.

Meanwhile, *Exile* has been arrested by legal difficulties in establishing the Null Foundation, which, though a nonprofit organization, intends to sell *Exile* for profit. Although details are still being worked out, it's possible that White Wolf will distribute *Exile*.



As far as concerns about splitting the market between the two games, Fountain said, "The two are not fundamentally competitive in my mind. *Aeon* emphasizes the power of the individual in a space opera setting. *Exile* has some similar aspects, but it's much darker, more mystical.... There's plenty of room for SF properties in the roleplaying genre."

—Charlene Brusso

New *Magic* Tournament Circuit

Wizards of the Coast is adding a new category of *Magic: The Gathering* tournaments.

The new Grand Prix ranks somewhere between the Pro Tour and the Pro Tour qualifiers. Each Grand Prix tournament will have a minimum prize pot of $10,000 cash. The top eight finishers will win invitations to the next Pro Tour.

"We developed the Grand Prix circuit to provide professional play in markets where we can't necessarily have a Pro Tour," said Carole Pucik, WotC's international marketing manager. "It brings professional play to larger geographical areas.

"What we're hoping is that we can build a series of them in different geographical regions, and we'll ultimately have several in Asian Pacific, several in Latin America, as well as more in Europe and the United States."

Grand Prix tournaments are open to anyone who wants to enter. Players who have high Pro Tour finishes or Duelists' Convocation International rankings will get byes for one to three rounds, depending on how highly they placed.

For more information on the Grand Prix, dial (206) 624-0933 in the U.S. and Canada or 44-141 226-5205 in the United Kingdom.

—Beth Moursund

1997 *Magic* Grand Prix Schedule

Month	Site
March 22-23	Amsterdam, Netherlands
April 26-27	Washington, D.C.
May 3-4	Barcelona, Spain
May 3-5	Tokyo
July	London
August	Toronto
September	Copenhagen, Denmark
September	Rio de Janeiro, Brazil
November	Milan
December	San Francisco

Gripes Over *Magic: Visions* Packaging

Some *Magic: The Gathering* fans are complaining that the *Visions* packaging makes them pay more money to get more common cards.

While *Alliances* booster packs each contained 12 cards and bore a suggested retail price of $2.45, *Visions* is sold in $2.95 boosters with 15 cards apiece. The extra cards are commons.

"Everybody wants a good amount of commons, but you're still looking at three cards for 50 cents, and commons sell for a dime apiece," said Ryan Picolo of Harahan, La. "I'll probably buy a bit less."

"The change in packaging was done to standardize it for consistency's sake," explained Wizards of the Coast Public Relations Manager Sue-Lane Wood, who said she hadn't heard any complaints. Future sets will probably come in 15-card boosters and 60-card starter decks.

Retailers have heard few complaints, though they note that individual players seem to buy fewer boosters. The number of *Magic* players still seems to be growing, however, so sales haven't dropped.

Each *Magic* booster contains one rare. But *Alliances* had three cards of R6 rarity, so numerous that some collectors hated to see them as the "rare" in their boosters. Every 100 packs of *Alliances* contained approximately 83.6 "true rares" (excluding R6es). So each *Alliances* rare cost about $2.93 ($2.45 per pack times 100 packs divided by 83.6 rares).

Since each *Visions* pack has a rare, the per-rare cost is $2.95. But since both sets have the same number of uncommon cards per pack, *Visions* uncommons cost more.

The upshot: Collectors seeking a complete set will almost definitely find *Visions* more expensive than *Alliances*.

—Rick Moscatello

NEWS BITES

Geez pal, you really oughta have that looked at.

• Wizards of the Coast's **next *Magic: The Gathering* set**, due in June, will be named *Weatherlight*. It will help introduce a story about Captain Sisay and her flying ship that will be continued in future sets, books and other media through the year 2000.

June will also be the launch date of **a new introductory *Magic* set** targeted at beginners called *Portal*.

Fall 1997 is the launch window for the next, as yet untitled *Magic* **stand-alone set**.

WotC will soon release ***Magic* card boxes** in six different designs: one for each color plus *Mirage*. Each holds 1,200 cards and retails for $4.

• **MicroProse** owner Spectrum HoloByte **is suing Acclaim**, alleging that the latter's release of the *Magic: The Gathering BattleMage* computer action game violated an agreement between the two companies. (*BattleMage* is reviewed in "On Deck" on page 80.) MicroProse is working on a computer game adapting the *Magic* game mechanics.

• You'll be able to *Counterstrike* with Inner Sphere and Clan 'Mechs this April when WotC releases the first ***BattleTech* expansion**.

• ***Middle-earth:*** *The Wizards Casual Companion* will be a 32-page book aimed at J.R.R. Tolkien fans. The book will be released in July by Iron Crown Enterprises for $6 apiece.

• Look for new boosters and a players guide for ***Mythos*** in May.

• ***Dune*** has reportedly been delayed from April until June.

• Steve Jackson Games and Iron Crown have decided to share the trademark ***Black Ops*** for their roleplaying books. ICE's version, out now, is for its *Rolemaster Standard System*, while SJG's for *GURPS*, will arrive in June.

• Pinnacle Entertainment Group, makers of the *Deadlands* roleplaying game wants to design an RPG based on **WildStorm** Productions' popular comic book **superheroes**. A rule book focusing on **WildC.A.T.s** may come by summer.

The ***Gen*^{13}** *Classic Trading Cards* set, out March, contains nine new *WildStorms* cards.

The ***WildStorms*** CCG's next expansion, *Legends*, is due in May.

• ***Deus***, a translation of a French CCG, will be published by WildStorm Productions in March.

• The new ***Tank Commander*** CCG campaign, *North Africa*, is due in March from Moments in History.

• Five old empires, 160 cards, several new starships, 12 new starter decks, one new expansion set. The set: *Allied Forces*. The game: ***Galactic Empires***. The release date: April 1997.

Companion Games recently shipped **Universe Edition** starter decks and ***Cyberspace*** boosters for *Galactic Empires*.

In June, ***Realms of the Ancients*** will introduce approximately 260 new *Galactic Empires* cards.

Companion should complete its release of ***Adventures of Jurassic Jones*** by March's end. Dinosaur decks for this children's game sell for $5 each.

• The **"Star Wars" special edition** collected $36 million from Jan. 31 to Feb. 2, according to the Associated Press. The runner-up movie that weekend earned $6 million.

Lucasfilm has also unleashed the **cartoons** "Ewoks: The Haunted Village" and "Droids: The Pirates and the Prince." Now on video for the first time, each costs $15.

Copious information on **"Star Wars" toys** can be found at http://www.starwars.hasbro.com, which shows classic figures and delves into the toy-production process.

• **Klingon** speakers can socialize on the Web at http://www.kli.org thanks to OnLive! Talker and the Klingon Language Institute.

• Roman Polanski will direct a musical version of Anne Rice's ***Interview with the Vampire*** Auditions for *Dance of the Vampire* wrap up this March; the show will open in Vienna in October.

• "**The Fifth Element**," Luc Besson's science fiction flick starring Bruce Willis, will open the 50th Cannes Film Festival.

Miramax has purchased rights to the 1990 film "**Total Recall**," wire services reported. Arnold Schwarzenegger, star of the original science fiction thriller, has said he'd like to do a sequel.

Geena Davis will voice and be the model for the title character in a new animated film based on Nancy Willard's retelling of "**The Sorcerer's Apprentice**."

The American Cinema Editors will

Continued on page 16

THE X-FILES **He wears glasses.**

NEWS BITES

Continued from page 15

give **Roger Corman** its Golden Eddie Filmmaker of the Year award on March 15. Previous award recipients have included George Lucas and Steven Spielberg. Corman, producer of more than 500 features and director of more than 50, has discovered several talents in his B-movie factory, including "Terminator" and "Aliens" director Jim Cameron.

• Expect the 1997-98 season of **"The X-Files"** to end in a cliffhanger that will be resolved in a **movie** written by series creator Chris Carter, *The New York Times* reports. Stars David Duchovny and Gillian Anderson are committed to the film and a sixth season, although Carter wants to devote more time to his other show, "Millennium."

At January's 54th annual **Golden Globe Awards**, "The X-Files" was named best drama series. Anderson and Duchovny were best actress and actor in a drama.

• The companies behind **"The Outer Limits"** anthology TV series are offering a **$10,000 scholarship** to a college-bound high school senior who submits the best original science fiction story. Check out www.theouterlimits.com or write to "The Outer Limits" Science Fiction Writing Scholarship, 2633 Lincoln Blvd., Box 614, Santa Monica, CA 90405, for more details.

• **"Gene Roddenberry's Battleground Earth"** is being readied for a fall 1997 launch. Majel Barrett Roddenberry is an executive producer of the show, which her late husband Gene, the creator of "Star Trek," originated in 1976.

"Night Man," based on Marvel Comics' 21st-century superhero, will debut this fall with actor/stuntman Matt McColm as the hero.

Armand Assante will star in NBC's May **miniseries based on Homer's *Odyssey***.

• **Arthur C. Clarke's** *3001: The Final Odyssey*, sequel to ***2001: A Space Odyssey***, ships in March 1997. The 288-page Del Rey hardcover sells for $25. (See *Sci-Fi Invasion!*, a Wizard Press special publication, for more details.)

Foundation's Fear, by Gregory Benford, is set in the universe of **Isaac Asimov's "Foundation."** The first in a HarperPrism trilogy that will have books written by Greg Bear and David Brin, Benford's hardcover costs $23 and is 400 pages long. (See *Sci-Fi Invasion!* for more info.)

R.A. Salvatore's new book, *The Demon Awakens*, will be released in May from Del Rey. This start of a new fantasy series from the author of many popular TSR books will cost $24 (cloth, 528 pages).

The second edition of Jody Lynn Nye and Anne McCaffrey's ***Dragonlover's Guide to Pern*** is due from Del Rey in March; the trade paperback runs 224 pages.

J. Gregory Keyes' ***The Blackgod*** is a sequel to *The Waterborn*. The Del Rey fantasy hardcover, due in May, will cost $24.

• Raymond E. Feist's third "Serpentwar Saga" volume depicts the battles between the Emerald Queen and the Kingdom of Krondor. ***Rage of a Demon King*** is due in March from Avon (cloth, $24).

***The Dark Shore**: Book One of the Dominions of Irth* is the debut novel by Adam Lee that kicks off a dark fantasy trilogy. Look for Avon Books' $24 hardcover and $13 trade paperback in March.

• In March, White Wolf will publish ***Bending the Landscape***, a fantasy collection involving heterosexual, gay and lesbian characters (cloth, $20), and ***The Road to Hell**: The Horizon War* Vol. 1, a *Mage: The Ascension* novel by Robert Weinberg (paper, $6).

• Horror writer **Dean Koontz** has signed a three-book deal with Random House reportedly worth more than $20 million. Koontz said the books would each stand alone but feature the same character.

On the Hollywood front, Koontz has said that he's pleased with the movie based on his own script for his ***Phantoms*** and with the miniseries based on his ***Intensity***, both of which have entered production.

• Timothy Zahn's new "Star Wars" book, ***The Hand of Thrawn***, was so big that it spawned a second volume. It's a follow-up to Zahn's *Heir to the Empire* trilogy.

• John Saul is following in Stephen King's serial footsteps with his monthly six-novelette **"Blackstone Chronicles."** No. 3 in this Fawcett Crest horrorfest comes out in March. ABC is reportedly developing a miniseries based on the books.

• **Brom**, cover artist for *InQuest* #19, has painted a limited-edition Lady Death and Evil Ernie print. Chaos! Comics will sell 2,500 for $10 each starting in April.

Tough Times at TSR

TSR isn't talking, but a growing list of evidence indicates that the legendary game publisher has seen better days.

Last December, TSR laid off more than 20 workers ("Heads Roll at TSR," "*IQ* News," *InQuest* #23). More recently, Tom Stormonth of Diamond Comic Distributors, which also sells games, said that TSR is "at least a month" behind shipping product.

"This is typical for gaming companies," Stormonth qualified, "but it's unusual for TSR."

Additionally, R.A. Salvatore, author of best-selling TSR books like *The Legacy*, reported that some of the company's writers, himself included, haven't been paid in over six months. This flies in the face of TSR's "well-earned reputation of being the best-paying publisher" in fantasy. Salvatore's 10-year working relationship with TSR recently ended over creative and scheduling conflicts.

"There's been a lot of other things going on" at TSR, Stormonth added. "New distributor contracts, all those sorts of things... That's what their recent distributor meeting was about. We had to negotiate things back and forth with them."

Stormonth said that Random House would no longer distribute TSR's products to the book trade but wasn't privy to the reason why.

Could one of TSR's "things going on" be a takeover by its former distributor?

"Absolutely not," Jim Fallone, director of sales and marketing for TSR's book trade, said in response to the purchase rumor. "This has not been the best year," he admitted, "but it's a speed bump in our history."

Director of Sales Greg Roché, asked for additional comment two days later, said that TSR employees were "pretty much under a gag order....to any outside sources that inquire."

Salvatore is confident that TSR will endure.

"Knowing the people, the main players in this, the way I do, I would expect that TSR will straighten its act out.

"I'm hoping they will."

—Ruth Morrison

MAGIC UPDATES

Clarification: All card sleeves are governed by the same rules in *Magic* tournaments. This includes the black-backed Ultra•PRO sleeves, which can't be used to mix beat-up, Alpha, special edition or other cards in with your Fourth Edition deck. The reason: Any player may demand that an opponent remove his sleeves before the match. If a player's deck contains any marked or illegal cards, that player must forfeit.

Announcement: As of March 6, 1997, *Homelands* will no longer be legal for Type II tournament play. It will be replaced by *Visions*. The *Magic* sets eligible for Type II tournament use will then be Fourth Edition, *Chronicles*, *Alliances*, *Mirage* and *Visions*.

Announcement: The Paris Pro Tour is scheduled for April 11-13 at Cirque d'Hiver Bouglione; it involves decks constructed from *Mirage* and *Visions* cards. The Pro Tour subsequently returns to New York in May or June before wrapping up the 1996-97 season in Seattle in August with the world championships. The subsequent season will begin in Chicago in October and then hop the Atlantic for a stop in Germany the following month.

The Rebels Strike Back

LucasArts' ***Rebellion*** (PC: $50) will strike in March or April. Set in the "Star Wars" milieu, the game takes place right after the "New Hope" movie. Players can choose to play either the Rebel Alliance or the Empire. All the characters, from Luke to Admiral Ackbar, are around, but the rest of the game needn't follow the movies. While the space combat is real-time, the size of the universe and the ability to give fleets preset instructions give the game a *Master of Orion* feel. Although research isn't much of a factor, political maneuvers certainly are: There're plenty of neutrals for the Rebels to sway and the Empire to cow.

LucasArts' *Rebellion* is coming this spring

March will bring the first in this year's crop of *WarCraft*-like games, ***Star Command*** (PC: $50) from GT Interactive. Set in the future, players control one of four races (Triumverites, Computrons, Nomads and the beloved Terrans), each of which has been decimated by a fifth race, the conquering Ahkun Vek. While your main goal in this real-time slugfest is to build up a force strong enough to destroy the Ahkun Vek, you'll have to compete with the other races/players. While each of the races has some distinct advantages and limitations, captured technology will play a big part in the game.

If real-time combat isn't your thing, pick up ***Fallen Haven*** from Interactive Magic (PC: $55, March). Ticked-off aliens are invading the planet of New Haven, and it's up to the human colony of Haven to prevent them from taking over the world. While this turn-based combat game has all the ingredients for success, from research and colony-building to tons of combat units, it lacks a multiplayer option (although you can play the aliens instead of the humans).

In a rare display of release dating, Playmates Interactive Entertainment gives May 12 as the exact day for the unchaining of ***Battle Arena Toshinden 3*** for the PlayStation ($50). Fifteen new fighters join with the characters who survived *Toshinden 1* and *2* for another game of body-pounding entertainment. Better graphics combine with combat moves that take advantage of the smaller fighting area (you even bounce off the ceiling!) to make for a worthy continuation of the *Toshinden* line.

There's been quite a buying spree in the computer game corporate world. Activision, makers of *MechWarrior*, purchased exclusive rights to Target Games' *Heavy Gear* giant-robot role-playing universe. Activision hopes to release its first computer game based on this campaign this fall. Electronic Arts made a major investment in Stormfront Studios, a platform game developer most noted for its top-selling *Madden NFL 97*. Interplay might hit unprecedented levels of realism if CEO Brian Fargo's plans to purchase the Los Angeles Dodgers go off without a hitch—they only need to sell 10,000,000 copies of *VR Baseball '97*. GT Interactive now has rights to *Duke Nukem 3D*, *Quake* and the entire line of *Doom* products, thanks to a flurry of recent acquisitions.

—Rick Moscatello

PLUGGED IN

Spring to Sprigg's

It's no secret that at *InQuest* Headquarters we're active users of Sprigg's Warehouse at www.itis.com/other-games/. It's probably *the* starting place for CCG fans with modems. It's organized and packed more information than you can shake an ISDN line at. Recently, Spriggs was acquired by an online 'zine called the Vault, leading us to...

A Peek Inside the Vault

When you've finished this *InQuest* and are waiting for next month's, open the Vault (www.vaultmag.com/) for your daily fix of gaming news. The Vault's dedication to gaming is impressive. The site, formatted like a magazine, makes it easy to get the information you really want (some of those trendy sites really suck, don't they?). There are sections for features, reviews, strategy and deck-building. The coolest part of the Vault is that you can download the information to your computer to read it offline.

Dinosaurs Rule the Web

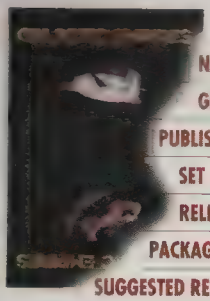
At one time, Steve Jackson Games bred paranoia. Now, Jackson and his merry gamesters have opened a can of fossils with the *Dino Hunt* game (www.io.com/sjgames/dinohunt/). If *Dino Hunt* has piqued your Stone Age interest, there are some Web pages to sate your Jurassic thirst. The best sites are The Hall of Archosaurs (www.ucmp.berkeley.edu/diapsids/archosy.html) and The Dinosauria (www.dinosauria.com/).

—Buddy Scalera (WizardTGTC@aol.com)

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

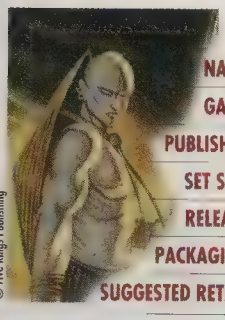
By Matt Forbeck



© Companion Games

NAME: Allied Forces
GAME: *Galactic Empires*
PUBLISHER: Companion Games
SET SIZE: Over 160 cards
RELEASE: March 1997
PACKAGING: 100-card starter decks
SUGGESTED RETAIL: $12.95 per starter

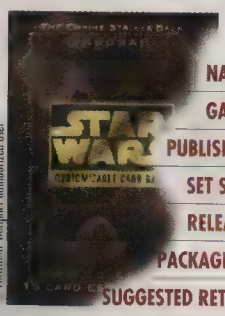
Here's the Deal: This latest release for *Galactic Empires* introduces 12 brand-new starter decks for five different empires that, up until now, haven't had starter decks of their own—Corporate Pirate, Leopan, Bolaar, Treglean and Noble—plus seven all-new empires. Perfect for sealed-deck play, and for *Galactic Empires* collectors of all stripes.



© Five Rings Publishing

NAME: Crimson & Jade
GAME: *Legend of the Five Rings*
PUBLISHER: Five Rings Publishing
SET SIZE: Over 150 cards
RELEASE: March 1997
PACKAGING: 60-card starter decks; 11-card booster packs
SUGGESTED RETAIL: $7.95 per starter; $1.95 per booster

Here's the Deal: The fourth expansion for *Legend of the Five Rings* (and the penultimate in the current storyline) introduces two new clans, each with their own starter deck: the Brotherhood of Shisei (Yamabushi fighting monks) and the Yoritomo Alliance (a group of minor clans). In this new set, an important personality makes the ultimate sacrifice, furthering the storyline to its conclusion in the next set. There's also a new card type—Kiho—which allows you to use minor and quick magical effects.



© Lucasfilm Ltd. Decipher authorized user

NAME: Dagobah
GAME: *Star Wars*
PUBLISHER: Decipher
SET SIZE: 181 cards
RELEASE: March 1997
PACKAGING: 9-card boosters
SUGGESTED RETAIL: $2.50 per booster

Here's the Deal: This latest expansion for *Star Wars* concentrates on the middle part of "The Empire Strikes Back" and Luke Skywalker's Jedi training on Dagobah. New cards include Yoda, the *Executor* and several bounty hunters. Decipher has changed its rarity strategy with this set. There are rare, uncommon and common cards, but no sublevels of rarity. Also, packs have nine cards instead of 15. This means that you should spend 15 percent less to collect the set and have half of the duplicate commons.

© FPG

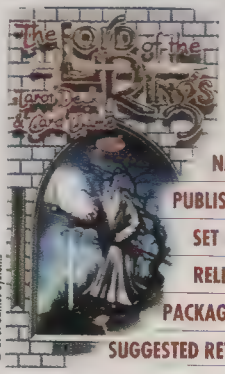
NAME: Dark Age: The Brood
PUBLISHER: FPG
SET SIZE: 225 cards
RELEASE: March 1997
PACKAGING: 65-card starter decks; 10-card booster packs
SUGGESTED RETAIL: $12.95 per starter; $2.50 per booster

Here's the Deal: The second game in the *Dark Age* series, *The Brood* can be played either with *Dark Age: Feudal Lords* or as an entirely separate game that stands on its own. You play a Hive Lord manipulating the DNA of monstrous beasts that mutate in combat and through the use of cards. Each starter comes with three custom eight-sided dice, plus a coupon that you can redeem through FPG for any rare card of your choice. Brom handled the art direction and painted many of the cards.

© TSR, Inc

NAME: Dice Commander's Manual
GAME: *Dragon Dice*
PUBLISHER: TSR
SIZE: 192 pages
RELEASE: March 1997
PACKAGING: Softcover
SUGGESTED RETAIL: $18

Here's the Deal: This full-color, digest-sized book features everything you need to know for *Dragon Dice*. It's got revised rules, play strategies, notes on collectibility, mythical campaign battles, rules variations and guidelines for how to set up and play *Dragon Dice* tournaments. This covers all *Dragon Dice* supplements to date, and no self-respecting Dice Commander should be without one.



© U. S. Games Systems

NAME: The Lord of the Rings Tarot Deck & Card Game
PUBLISHER: U.S. Games Systems
SET SIZE: 78 cards
RELEASE: March 1997
PACKAGING: 78-card deck
SUGGESTED RETAIL: $15

Here's the Deal: This non-collectible game (which has nothing to do with ICE's *Middle-earth* CCG, other than the subject matter) was developed by the team behind *Wyvern*. You use the oversized (2.75" by 4.75") cards to journey to Mount Doom and destroy the One Ring. The first one to dunk the ring in the lava wins. When you're not playing the game, the cards double as a standard tarot deck.

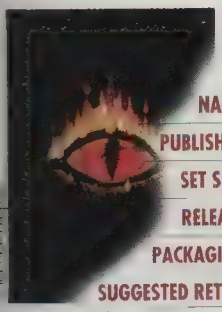
ON THE SHELVES ON THE SHELVES ON THE SHELVES

ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES

NAME: Inferno
GAME: *Kult*
PUBLISHER: Heartbreaker
SET SIZE: Over 120 cards
RELEASE: March 1997
PACKAGING: 15-card boosters
SUGGESTED RETAIL: $2.99 per booster

Here's the Deal: This long-delayed expansions set for *Kult*, one of the most underplayed CCGs ever, is finally here. The 120-card supplement introduces all sorts of new aspects to the game, including ways of dealing with regions.



NAME: Middle-earth Gift Set
PUBLISHER: Iron Crown Enterprises
SET SIZE: Special
RELEASE: March 1997
PACKAGING: Boxed set
SUGGESTED RETAIL: $49.95

Here's the Deal: This special set includes two 60-card *Middle-earth: The Wizards* starter decks, four 15-card *Middle-earth: The Wizards* booster packs, two 15-card *Middle-earth: The Dragons* booster packs and two 15-card *Middle-earth: Dark Minions* booster packs. Plus there's Lidless Eye dice, marshalling point counters, card lists, a map and expanded rules with game play examples and clarifications. It all comes in a cool collector's box that holds up to 1,000 cards.

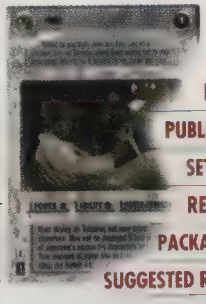
NAME: Paradise Lost
GAME: *Doomtrooper*
PUBLISHER: Heartbreaker
SET SIZE: Over 120 cards
RELEASE: March 1997
PACKAGING: 15-card boosters
SUGGESTED RETAIL: $2.99 per booster

Here's the Deal: Last month saw the release of the latest CCG set in the Mutant Chronicles Universe: *Dark Eden*. This latest Doomtrooper expansion takes the characters and creatures from the *Dark Eden* game and couches them in *Doomtrooper* cards. Each pack comes with one of 11 free new-rule cards. Plus, there are four new affiliations, new Beast cards and a whole new type of card: Outposts in which to place your warriors.

© Paramount. Decipher authorized user.

NAME: Star Trek: The Next Generation: First Anthology
PUBLISHER: Decipher
SET SIZE: Special
RELEASE: March 1997
PACKAGING: Boxed set
SUGGESTED RETAIL: $30

Here's the Deal: This special set includes two 60-card, unlimited edition starter decks, two 15-card unlimited edition booster packs, two 15-card *Alternate Universe* expansion packs and two 15-card Q-Continuum expansion packs. There are also six brand-new, white-bordered preview cards from the upcoming *Deep Space Nine* and *Voyager* card sets, plus a Warp Pack, a $10-off coupon for *The Fajo Collection* (due in April) and a revised rulebook. It all comes in a cool collector's box that holds up to 800 cards.



© Lucasfilm. Decipher authorized user.

NAME: Star Wars: First Anthology
PUBLISHER: Decipher
SET SIZE: Special
RELEASE: March 1997
PACKAGING: Boxed set
SUGGESTED RETAIL: $30

Here's the Deal: This special set includes two 60-card, white-bordered Premiere starter decks, two 15-card *A New Hope* booster packs and two 15-card *Hoth* expansion packs. There's also six brand-new, white-bordered preview cards from the upcoming *Special Edition* card sets (based on new scenes in the updated versions of the movies), plus a Jedi Pack and a revised rulebook. It all comes in a cool collector's box that holds up to 800 cards. Best of all, one of the preview cards is none other than Boba Fett!

© 20th Century Fox. USPC Games authorized user

NAME: The Truth Is Out There™ Second Edition
GAME: *The X-Files*™ Collectible Card Game
SET SIZE: 354 cards
RELEASE: March 1997
PACKAGING: 60-card starters, 15-card booster packs.
SUGGESTED RETAIL: $9.50 for starters, $3.00 for boosters

Here's the deal: This second edition of the *X-Files*™ CCG is "fixed" in more ways than one. The starter decks are now pre-assembled play decks (think *OverPower*), each guaranteed to contain either a Fox Mulder or Dana Scully agent card. The boosters will no longer contain Agents or X-Files. And the print run itself introduces 30 new cards, including 10 new ultra-rares, and removes some old ones — don't expect to see Deep Throat again, but what's new just might surprise you.

HIGH FIVE

BY ALLEN VARNEY

MAGIC'S FIFTH EDITION INTRODUCES A BRAND-NEW BASIC SET OF CARDS. SO WHY IS THE WORLD'S LEADING CCG BEING RESHAPED?

◄Seraph (new art) is in 5th Edition

THE LOWDOWN

NAME: Fifth Edition
GAME: *Magic: The Gathering*
PUBLISHER: Wizards of the Coast
DEVELOPERS: Skaff Elias, Mike Elliott, William Jokusch, Bill Rose
GENRE: Fantasy
SET SIZE: 420+ cards, white-bordered
RELEASE: March 1997
PACKAGING: 60-card starter decks, 15-card booster packs
SUGGESTED RETAIL: Starters $8.95, boosters $2.95

You could say that Mike Elliott is playing his cards very close to the vest. "We try to avoid encouraging speculation in the secondary market," says the Wizards of the Coast designer, explaining why he can't name the cards his team has rotated into and out of *Magic: The Gathering*'s upcoming Fifth Edition. Another member of his development team, Bill Rose, gives a different angle on the secrecy: "We don't want to ruin the secondary market for speculators. We're being neutral. We want to be Switzerland."

But if this neutrality discourages speculator frenzy, it unwittingly promotes frenzied speculation of another kind. On Internet newsgroups and in hobby shops, *Magic* fans endlessly debate a hundred likely cards. In? Out? Crazed rumors fly ("They're taking out a color!"), and several bogus lists have hit the World Wide Web. But Elliott, who led the Fifth Edition development team, says Wizards of the Coast (WotC) has kept strict secrecy. He and Rose won't even reveal the edition's set size. "There are over 400 cards," they say guardedly. Then, breaking secrecy to a microscopic degree, Elliott adds, "Plus 20 basic land cards: four new paintings for each of the five land types—which will squelch the rumor that we're pulling a land color."

Tight-lipped as they are, Elliott and Rose happily expound on the broad goals for *Magic*'s fifth version, as well as the Research & Design team's selection methods. And, just as Zurich bankers deal with a variety of clients, R&D has kindly doled out exclusive scoops to each of the field's major magazines—a few facts apiece about what's in and what's out of Fifth Edition. *InQuest* got its own unique quantum of information you won't find anywhere else.

Ready?

Can you stand the suspense?

Well, just hold on. We'll get to it.

THE GOALS

In previous *Magic* rotations, developers had their hands full removing killer cards, useless cards, boring cards, "mystifiers" (cards with six lines of text and eight pages of clarification) and cards with demonic imagery. Fourth Edition pretty much solved these problems; the new rotation needed only minor damage control. The R&D team "plotted all [Fourth Edition] cards on a power curve, then rotated out the ones below the curve, or that people weren't playing much," says Elliott.

And mystifiers? Pfft. "We've come a long way on rules technology," he says—though the team did pull one card, Naf's Asp, with "too-complex timing rules." (Alert! Naf's Asp is out! No, that's not the *InQuest* exclusive, so keep reading.)

In assembling Fifth Edition, the R&D team had three new goals:

1. IMPROVE THE SEALED-DECK ENVIRONMENT.

"Wizards of the Coast's long-term goal is to make *Magic: The Gathering* a classic game, like *Monopoly*," says Elliott. "To do this, we have to make the game more accessible, less complex, and more balanced for sealed-deck play.

"In Fourth Edition sealed-deck [play]," he continues, "you never played white or blue. In Fifth you're very likely to play any color. Sealed-deck balance is phenomenally good." Earlier *Magic* collation methods could produce something like 2,500 different card assortments in a starter deck. "One run gave you Fireball, Lightning Bolt and good creatures," Elliott says, a hint of indignation in his voice. Fifth's improved collation methods give easily 10 times as many possible decks, and "it's very unlikely there's huge skews [in the collation]."

2. EMPHASIZE COLOR SPECIALTIES.

In the Fifth Edition rotation the R&D staffers tried to strengthen and individualize the unique features of each color of magic. For example, blue is "the flying color," so in Fifth Edition, almost all flying creatures are blue. To this end, the team also toned down artifacts, removing several that were overpowered or duplicated an existing color role. Players have long been wary of the cross-pollination of the different *Magic* colors—for example, green developing too many flyers (Yavimaya Gnats, Canopy Dragon) and direct damage (Unyaro Bee Sting) or red being able to deal with enchantments (Anarchy). It seems WotC has recognized the potential problem and adjusted things for Fifth Edition.

3. IMPROVE THE ARTWORK.

WotC recommissioned about a third of the art in Fifth Edition. "We really had to change the art for Fifth Edition," Elliott believes. "We had to give it a face lift to compare it with *Mirage*." Fifth Edition's art director, Sue Ann Harkey, concurs: "We wanted to revitalize the standing set. We also corrected some R&D issues," such as paintings of creatures that supposedly couldn't fly yet happened to have wings.

No one at WotC comments on another compelling reason to change the art: a new artist's contract that eliminates all *Magic* artist royalties, thereby saving the company a bundle. (See "New *Magic* Contract Upsets Artists," "IQ News," *InQuest* #16.)

Beyond these immediate goals, WotC considers periodic rotations an important part of the *Magic* experience. A remark that R&D designer Jim Lin made about Fourth Edition still holds true for Fifth and all the many to come: "Even if we felt that the power level of the cards in the basic set were perfect...we would still change the mix. Rotations give us a chance to add flavor and freshness to the environment."

2,⟲: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.
"Know your foes' strengths as well as their weaknesses."
– Arcum Dagsson, Soldevi Machinist

JESTER'S CAP

Get ready to start rifling through your opponent's library. Jester's Cap's in. It's one of the pictures on the Fifth Edition display box.

THE SEALED-DECK BOOST

The selection process for a *Magic* rotation always involves lots of deep talking. The development team "can argue pretty long and hard," says Bill Rose—sometimes so hard that the argument becomes self-sustaining, regardless of the card in question.

Rose calls the discussions "pretty fun," though some decisions are quite hard. Occasionally the team couldn't reach a consensus. Rose recalls, "Toward the end Skaff and I would say things like, 'I'll vote with you on this if you'll vote with me on that.' And Mike would break in and shout, 'No no no, I want you to vote with your heart!' "

Yet choosing cards involved not only heart-work, but brain-work. The Fifth Edition discussions introduced a new technique: statistical card ratings. Developers scrutinized stats like rotisserie baseball fans scouting out new recruits. Here's how it worked.

"We rated all the cards on a five-point scale for sealed-deck tournament play," says Elliott, "where 2 meant 75 percent of players would use that card in a tournament, 3 is a card that would draw you into the color—say, if you get a Counterspell, you'll strongly consider playing blue—and 5 means you'll always play that card." Filling in the gaps, a card with a rating of 1 would only fit into specialized decks, and a card with a 4 rating would be enough to lock you into playing a certain color. Fifth Edition rated significantly higher than its predecessor, Fourth. "Fifth's a stronger set. We cut out most of the bottom 30 percent. Don't expect to see cards like Erosion and Fortified Area."

The numerical ratings didn't end there. For this project Rose and fellow developer William Jockusch (who has a doctorate in math) developed an improved method of "creature costing." The method rates the effectiveness of any card using a complex (and still experimental) numerical system. "It's just to help us evaluate a creature and keep it somewhat balanced," says Rose. "The system isn't meant to change *Magic* from what it looks like now. It's only to guide us in creating new creatures, and in making sure nothing slips through the cracks."

The rating system produces a number that represents a perfectly balanced starter deck. Elliot claims Fifth Edition starters are balanced within six percent of that ideal value.

Taking the Fifth

Since Wizards of the Coast isn't talking about which cards are in and which cards are out in *Magic*'s newest incarnation of the basic set, Fifth Edition, *InQuest* decided to take a stab at what you might see. Remember, this is purely educated speculation on our part.

WHAT'S OUT

- **Ali Baba.** Doesn't fit thematically; should've been a legend.
- **Angry Mob.** Trample is not supposed to be one of white's strengths.
- **Balance.** WotC has all but admitted they won't print any banned cards in Fifth Edition.
- **Black Vise.** Type II banned card.
- **Bronze Tablet.** If the goal is to make the ideal sealed-deck environment, who wants to get stuck with an ante card they can't use?
- **Castle.** Parapet is much better.
- **Channel.** Type II banned card.
- **Cyclopean Mummy.** One of the cards most requested to be removed.
- **Desert Twister.** Getting rid of creatures has never been green's forte. Creeping Mold is a more suitable card.
- **Elder Land Wurm.** White trampling creature.
- **Erosion.** Sucky card that never deserved to be there in the first place.
- **Fortified Area.** No one plays it.
- **Hypnotic Specter.** Like the Sengir Vampire, the Specter seems a likely bet for replacement.
- **Ivory Tower.** Type II banned card.
- **Jump.** Probably replaced with Updraft.
- **Killer Bees.** Green has never been known for its flyers.
- **Laces.** Outdated by *Mirage*'s Prismatic Lace.
- **Land Tax.** Type II banned card.
- **Lightning Bolt.** Too powerful. We expect to see Incinerate.
- **Mana Short.** Though balanced, out for variety's sake.
- **Mind Twist.** Type II banned card.
- **Naf's Asp.** Timing rules are too complex.
- **Rebirth.** Ante card.
- **Sengir Vampire.** Too powerful for a black flyer.
- **Stasis.** Makes for really boring games. Design nightmare.
- **Strip Mine.** Type II banned card.
- **Swords to Plowshares.** Too cheap for its all-out

"We improved all the colors for sealed-deck," Elliott says. "We went to great lengths to improve white and blue, even to the extent of including a couple of cards that were questionable, flavor-wise. We tried to tone down red's direct damage, but otherwise we made no conscious effort to tone down anything. A more powerful card set makes for a faster game."

Every sealed-deck player should be glad to see what Elliott calls "a higher percentage of power cards drawn from current Type II play," but what about constructed decks? Has the new edition made any deck styles obsolete?

"We tried not to eliminate any existing deck types," Elliott says. But he means broad types, like white weenie, land destruction or card denial—not decks built around a single card. Will all those Necrodecks go away in Fifth Edition? R&D isn't saying, but Elliott talks about single-card decks in general terms: "We looked at the merits of the individual card. If it was a card people really liked anyway, we weighted that real heavily, even if it was causing minor design problems down the road."

But you don't have to read far between Elliott's lines to guess that at least one single-card strategy is hitting the road: "A lot of cards cause design problems. The existence of Stasis means you have to consider how each new card interacts with Stasis." That faintly wounded tone in his voice, that undercurrent of resentment.... Goodbye, Turbo-Stasis!

NEW TEMPLATES

The *Magic* designers have slaved for years over their "templates"—specified ways of saying something on a card. For instance, all the older cards that said "do damage" got changed to "deal damage" in Fourth Edition. And recent expansions have formally introduced the term "landhome," which R&D had used in-house for years.

LIGHTNING BOLT
Look for the reasonable-costing Incinerate to replace red's staple damage dealer

Template changes continue in Fifth. The term "summoning sickness," describing a creature's inability to attack on the turn it's summoned, now exists in the rules and on cards. "Well over half the cards rotated into Fifth have new wording," says Elliott, and Rose adds, "We've mostly tried to cure confusion. We're trying to make the cards closer to natural language."

But Fifth doesn't change any existing rules—or rather, none beyond the ones *Magic* players have already seen change over the last six months.

THE FLAVOR OF COLOR

For this rotation, the R&D team worked hard to precisely define each color's game strengths and weaknesses, its "flavor."

"We came up with charts on what each color is good at," Elliott says. The selection process involved "a lot of flavor arguments more than power issues." Then the team dropped cards that undermined the specified flavor, and rotated in cards that supported it.

Their flavor choices won't surprise *Magic* fans. Black has quick short-term mana, creature destruction and good medium-level creatures. Green gets quick long-term mana; its creatures don't fly, but they're big for their summoning cost. Blue has counterspells, and almost all the uncommon blue creatures fly. White has protection abilities and artifact destruction, and red has direct damage; white's weenie creatures are good, red's not so good. No news flashes here.

Still, this "focused flavor" is crucial to *Magic*'s long-term evolution. "Fifth Edition hasn't been published yet, but I'm already working on Seventh," says Rose. "Most of the new cards that will be up for selection for Sixth have already been designed, though you haven't seen them yet. So I already know what Sixth will be like." (No, he's not telling.) "In the expansions we're working on now, we really have to have our eye on Seventh. We're trying to define [the game's] power level, color balance and ability in each color.

" 'Elegance' is the keyword," Rose continues. "We're ironing out all the kinks. We want to make the cards easy to understand, but their strategy and combinations [shouldn't be] evident."

THE ARTISTIC OVERHAUL

Whether or not card strategies are immediately evident in Fifth, longtime players will instantly notice Fifth's beautiful new

annihilation of a single creature.
- **Tempest Efreet.** Ante card.
- **Terror.** See Dark Banishing below.
- **Visions.** Library manipulation is blue's trick.
- **Wall of Wood.** Tinder Wall's better.
- **Wrath of God.** Retribution of the Meek and a gradual [illegible] away from mass destruction puts the Wrath's [illegible] in doubt.
- **Xenic Poltergeist.** Animating artifacts is not part [illegible] theme.

WHAT'S IN

- **Abyssal Specter.** Like it or not, this'll probably [illegible].
- **Atog.** [illegible] old buddy not make his way back into [illegible]?
- **Black Knight.** Perhaps you've seen our cover?
- **Blessed Wine.** New flavor text.
- **Blinking Spirit.** Popular card that has just the right cost for its ability.
- **Clockwork Steed.** New artwork.
- **Dark Banishing.** Seems to be the creature-kill card of choice over Terror.
- **Death Speakers.** Promo card.
- **Derelor.** The popular reasonable cost Derelor is on par with other 4/4 for four mana creatures.
- **Drain Life.** Artwork being redone.
- **Dwarven Soldier.** New flavor text.
- **Fallen Angel.** A good, balanced card you have to work to build a deck around.
- **Fear.** Here's a stretch, one of the *InQuest*-exclusive cards.
- **Game of Chaos.** New artwork rumored.
- **Ghazban Ogre.** Another stretch.
- ***Ice Age* pain lands.** We hope, because people like to play with more than one color.
- **Incinerate.** More reasonable cost than Lightning [illegible].
- **Jester's Cap.** Its picture is on the display box.
- **Joven's Tools.** Artwork being redone.
- **Llanowar Elves.** New flavor text.
- **Phantom Monster.** New artwork.
- **Reverse Damage.** New artwork rumored.
- **Soul Barrier.** New flavor text.
- **Spore Cloud.** Much more interesting than Fog.
- **Stream of Life.** Promo card.
- **Tinder Wall.** To replace the inferior Wall of Wood.
- **Torture.** Well-balanced creature-removing enchantment.
- **Updraft.** Probably replacing Jump.
- **Wall of Bone.** New flavor text.
- **Woolly Spider.** New artwork.
- **Zur's Weirding.** Added for its peculiar strategy possibilities.

BLINKING SPIRIT

One of *Ice Age*'s most popular cards, the "tough to draw a bead on" Spirit is back in Fifth Edition.

paintings. A committee from R&D and the art staff chose a third of the cards to be recommissioned.

For the new work, fans owe thanks not only to the artists, but to the set's art director. "Fifth was a really special set, integral to recruiting new players," says Sue Ann Harkey. "I was excited at the opportunity to revitalize the cards."

Coming to the project straight from *Mirage* and *Visions*, and having also done art direction on WotC's 1995 roleplaying game *Everway*, Harkey had a ready-made pool of artists. She brought in a third of the painters from *Everway*, chose another third based on their submitted portfolios and scouted the rest at game and comic conventions. Hopeful artists, take note: Harkey says, "The UK Comic Convention is good, and so is the San Diego Comic Con."

Though fan favorites like Rob Alexander and Melissa Benson have had a falling-out with WotC ("*Magic* Artists Sue MicroProse," "*IQ* News," *InQuest* #19) and no longer appear in Fifth Edition, many *Mirage* and *Visions* artists take their places: David Cherry, Bob Eggleton, Tony DiTerlizzi, *Sandman* comic star Mike Dringenberg ("Mike's amazing, brilliant, very versatile"), Rebecca Guay (penciler for some of Acclaim's *Magic* comics), Hannibal King, Ian Miller and George Pratt, among others. For Fifth Harkey also recruited many artists new to *Magic*, such as James Alan Higgins (*Netrunner*), Doug Keith, British comics artist Clint Langley, David Seeley (*BattleTech*) and editorial illustrator Jerry Tiritilli. "The new art meshed really well" with the existing cards, says Harkey.

Favorites? Of course she has favorites. "That's kind of easy, actually. Andrew Robinson, an *Everway* artist, did a spectacular painting for Drain Life—a really weird, strange thing." Harkey also especially likes the new works by Richard Kane-Ferguson and a set of five special lands by Liz Danforth. Zina Saunders's painting for Joven's Tools "looks like a photograph, it's so well rendered."

The strangest submissions came from *Rage* artist Scott Fischer, whose mixed-media work is really, really mixed. Harkey says, "His paintings are 3-D, often three inches deep. Sometimes they have a little motor." For one, Incinerate, Fischer produced "a little box with a red candle. We lit the candle when we shot it."

Harkey is quite pleased with Fifth Edition, especially given the rising quality of CCG art. "I think players have something to compare *Magic* to, and their standards have been raised." She cites FPG's *Dark Age* as "a game that I would have been proud to work on." In fact, Harkey has commissioned *Dark Age*'s artistic mastermind, Brom, to paint several pieces for her current projects, two new 167-card expansions for *Magic*.

WHAT'S IN? WHAT'S OUT?

"Fifth Edition has the cards players want to see, especially for Type II," says Rose. But Wizards wants to keep *Magic*'s set size relatively stable, so that newcomers can collect it without undue hardship. This meant major number crunching for R&D. The arrival of Fifth's good new cards means the departure of some of Fourth's good old ones.

Aside from basic lands, this rotation holds no card sacred. "There are no longer any true staple cards," says Elliott, "because there are so many cards, and such diversity among tournament players." *Magic*'s colors will always keep their basic kinds of effects, but in a given edition the specific cards will vary. Black's creature destruction might employ Dark Banishing instead of Terror; Incinerate can convey red's direct-damage flavor in the same way as Lightning Bolt.

Which leads us to...

THE *INQUEST* EXCLUSIVES

Ta-daah! In *Magic: The Gathering*—Fifth Edition:

• Sengir Vampire is out; Fallen Angel is in. "Sengir is slightly above the power curve for a black flyer," says Elliott, citing blue's Air Elemental as a comparison. "We tried to tone that down. I want to feel that blue is the flying color. The Angel is a card you have to work to build a deck around—good but not overwhelming."

Mind Twist
Sorcery
Target player discards X cards at random from his or her hand. If that player does not have enough cards, his or her entire hand is discarded.
Illus. Julie Bagoh.

MIND TWIST

Duh. This one's a no brainer. Any card that's been banned is certainly out of Fifth Edition.

• Jump and Wall of Wood have been replaced with more playable cards. WotC wouldn't say whether the "more playable" cards fulfill the same functions, though you can probably expect to see Tinder Wall and Updraft replacing their weaker cousins.

Wow. Remember, folks, you read it here first.

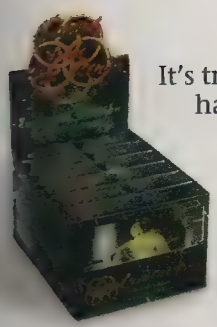
If your favorite card doesn't show up in Fifth, don't panic. From this rotation on, "people will start to see cards go, but not necessarily forever," says Rose. Cards will routinely go out for a season, then come back in, much as Revised dropped Icy Manipulator but *Ice Age* brought it back.

After all those prolonged arguments, the R&D team feels *Magic* Fifth Edition ended up pretty good. "Between the new art and the improved set balance, people will be reasonably happy with the new set," says Elliott. "There won't be a huge number of cards people haven't already seen, but [I expect] a reasonably high excitement level." Rose offers a similarly reserved but upbeat assessment: "Players liked *Mirage*'s balanced sealed-deck play. Fifth Edition is a step in that direction."

What, they don't sound enthused? Maybe their minds are already on Sixth Edition.

Freelance writer and game designer Allen Varney (APVarney@aol.com) once took a seven-month trip around the world, but he didn't make it to Switzerland.

900 cards.
0 banned.
0 restricted.



It's true, some things never change. Like the fact that **Legend of the Five Rings** has no broken, banned or restricted cards. Every card made for the game is tournament legal. And that's important, because you'll want to be able to use the full range of card options when you build decks for our upcoming Nationwide Professional Tournaments. That's **Legend of the Five Rings**, the game you can play with all your cards. New players will enjoy learning the game with their first Starter – the game is playable right out of the box.

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MAY THE
FARCE BE
WITH YOU

Witness the power of these armed and fully operational *Star Wars* cards you'll never see

By Ethan Rasiel

Spare time can be such a hassle. Fortunately, time-consuming games like Decipher's *Star Wars* CCG come to the rescue to fill that aching void in your life. The only snag is, the *Star Wars* game barely covers half of the movie trilogy. More "Empire Strikes Back" expansions will be out later this year—but knowing the gaming industry's allergy to deadlines, maybe they won't. And if you're waiting for cards based on "Return of the Jedi"...well, let's just say, don't hold your Wookiee.

That said, *InQuest* has jumped the gun and come up with our own set of slightly (okay, completely) ridiculous *Star Wars* cards inspired by scenes currently not in the card set. After all, what game could possibly be complete without the scene in "Jedi" where those cuddly Ewoks kick the crap out of the Empire's towering death machines? Which brings us to...

Tickle Me Ewok
1
"You're a jittery little fellow, aren't you?"
POWER 1
ABILITY 1
Adds 1 to battle destiny for each Stormtrooper present.

They may be annoying, steroid-happy bits of fluff, but they sure know how to handle the Empire's goons. Defeat players who load up on those Palpatine-worshipping lackeys, the Stormtroopers. Extra style points if you sing that annoying song that was all the rage in 1983. "Yub yub!"

Star Wars: Customizable Card Game ™ & © Lucasfilm Ltd. ™ & © Decipher Inc.

4
Reach out and strangle someone.
"You have failed me for the last time..."
LOST INTERRUPT
Play only if you have a Dark Jedi in play. Target any character in play who is not Force-attuned or better and draw destiny. Character is lost if destiny > 3. OR When Darth Vader must be forfeit, send any one of your leaders at any location to your lost pile instead.

"Heh, heh. Heh. Hey, Darth?"
wheeze "What is your bidding, Beavis?"
gasp
"That guy on the monitor, like, sucks. Can you, like, hurt him and stuff?"
"Yes, my master..."

Sound in Space
3
Rules of physics temporarily suspended.
USED INTERRUPT
Until end of turn, all starships, vehicles and characters can move twice the normal distance allowed for each Force unit spent.

In space, no one can hear you scream...but when the Death Star explodes, we hear it in THX "surround sound." If George Lucas can play games with the rules of physics, so can we.

Lunch Break
1
Is that rumbling coming from you?
LOST INTERRUPT
Go to White Castle. Each player must order as many burgers as Force cards remain in their draw decks. Consume burgers before resuming play. Players unable to consume all burgers lose one Force for each uneaten "slider."

Snack time! Everyone has to eat, although no one in the "Star Wars" movies ever seems to. Load up on the Castle's classic "belly bombers" and return to the gaming table full and content. (Errata allows players on the west coast to substitute one Jumbo Jack for three White Castles.) Be sure to wipe the grease off your hands to avoid marking cards.

Little Brother's Watching
2
"Master Luke will be all right...you'll see!"
EFFECT
Deploy on an Astromech droid. Spend one Force to force your opponent to display any three cards from his hand.

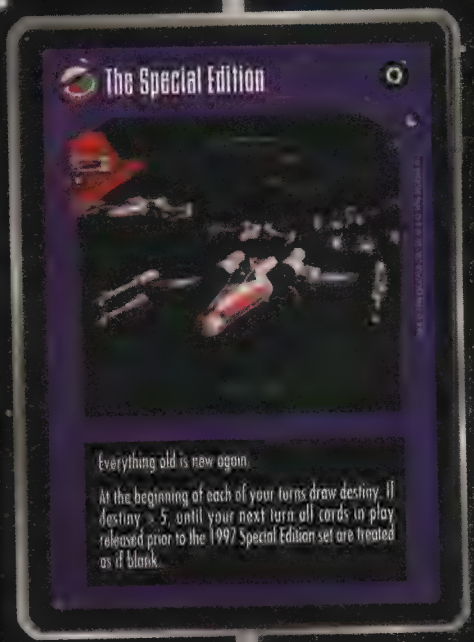
R2 uses his little probe to plug into cable during boring moments. He can also pick up enemy transmissions.

Let the Wookiee Win
4
"Wookiees have been known to pull people's arms out of their sockets when they lose."
UTINNI EFFECT
As long as this card is in play you cannot lose the game, even if all of your Force is depleted.

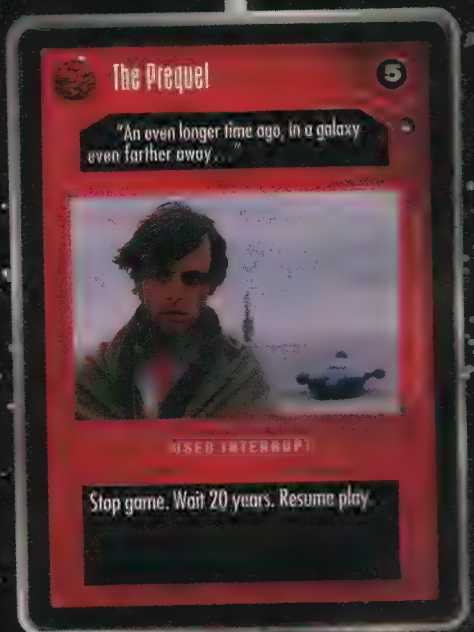
The race does not always go to the swift. Sometimes it goes to the 7-foot-tall walking carpet with a penchant for violence. It is, however, considered bad form to tip your head back and howl a Wookiee victory cry when you bring this card into play.

George Lucas
1
The guy upstairs. Has more power than the emperor himself!
POWER 5
ABILITY 6
JEDI KNIGHT
At any time may spend 3 Force to send any card in play to the used pile. OR May spend 5 Force to create a new rule that does not affect victory conditions. That rule remains in effect until the end of the current game.

"Revenge of the Jedi? Jedi don't seek revenge..."
Do not underestimate the power of the writer. His every word is law. Just watch out when he puts you in a scene with your sister.


The Special Edition
0
Everything old is new again.
At the beginning of each of your turns draw destiny. If destiny = 5, until your next turn all cards in play released prior to the 1997 Special Edition set are treated as if blank.

Rumor has it that Decipher will re-release the black-bordered limited edition set, with a few changes in artwork, in an attempt to sell more copies of something that people loved the first time. Where do you suppose they'd get an idea like that?



If you're old enough to shave, you may remember that back in the old days, you couldn't just rent the "Star Wars" trilogy and watch it. No, we had to watch the movies whenever the studio felt like releasing them. And tickets were 12 cents. And we had to walk to actual movie theaters. Uphill. Both ways.

KILLER DECKS

THE BEST IN TOURNAMENT-LEVEL *MAGIC* DECKS

The Bigger They Are...

By Alex Shvartsman

The true power of a martial artist is being able to defeat an enemy using the bad guy's own strength against him—just ask Jackie Chan! Well ,this tactic can work in *Magic* as well. In the best traditions of all those Hong Kong action flicks, The Karate Deck lets you beat the crap out of your opponent and have some laughs doing it, because most of the damage you hit the hapless sucker with is dealt by his own creatures. Are you ready to enroll in the *InQuest* school of martial arts? All righty then, give me 20 push-ups while I explain how this deck works.

The Karate Deck is designed to be played in the limited *Mirage/Visions* environment. In this format, creatures are the key to most decks. So what's better than playing a deck that penalizes people for summoning them?

Kaervek's Purge is a perfect spell for the job. Not only does it kill the creature, it also deals an amount of damage equal to that creature's power back to its controller. All you need is to have two more mana than the amount your opponent used to summon that creature, which should not be a problem with four Dark Rituals.

But just because you did not draw a Purge or enough mana to cast it does not mean your opponent's creatures should be able to run you over. This deck is full of spells capable of removing bothersome critters. One of the best spells to fit this purpose is Nekrataal. When this guy comes into play, you get to Terror a creature—talk about card economy! Not only do you get to off your opponent's biggest menace, but you also end up with a 2/1 first-striker in the process. The trick to playing Nekrataal is to be patient. If there are no creatures you wish to kill, just hold on to him; pretend it is a Dark Banishing sitting in your hand. The wait will be very much worth it when your opponent finally casts a summon spell.

Delirium is an instant that can be used on your opponent's turn to tap a creature and prevent it from dealing any damage in combat. On top of that, it will deal damage equal to creature's power to its controller. Not bad for only three mana. Just imagine how your opponent will feel when he casts a Jungle Wurm only to see it hit by Delirium on his next turn and then Purged a turn later.

"Curses! There go the batteries..."

Purge and Delirium are too good to waste on small creatures so, while you are waiting for something worthy of your mana to hit the table, an assortment of direct damage spells will hold the weenies at bay. Torrent of Lava will slaughter several of them at a time and Incinerates will take care of the rest.

What if your opponent isn't playing with any large creatures, turning your Deliriums into overpriced Incinerates? Perhaps he is playing with no creatures at all? No problem.

Emberwilde Djinn, a 5/4 flyer for four mana, kind of makes

THE KARATE DECK

BLACK
2 Aku Djinns
4 Dark Rituals
4 Nekrataals
2 Pillar Tombs of Aku

GOLD
4 Deliriums

RED
2 Emberwilde Djinns
2 Hammers of Bogardan
4 Incinerates
4 Kaervek's Purges
3 Kaervek's Torches
1 Torrent of Lava
4 Wildfire Emissaries

LAND
12 Mountains
12 Swamps

SIDEBOARD

2 Ebony Charms
3 Ekundu Cyclops
2 Emberwilde Djinns
2 Hammers of Bogardan
1 Kaervek's Torch
2 Pillar Tombs of Aku
2 Shadow Guildmages
1 Torrents of Lava

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you wonder what the R&D people at Wizards of the Coast were smoking when they let this guy into the set. However, as you take a closer look at this card, you will realize that he will most likely never attack or block. You see, any player can pay two red mana or two life to gain control of him during their upkeep. Anyone who can count at a second grade level will come to the conclusion that paying two life is better than having an angry Djinn come over and smack him for five.

The Djinn will be too busy dealing with his summoning sickness to attack that turn and the whole deal will repeat each upkeep. This effectively turns the big guy into a two point bolt each turn against anyone not playing red. As for those who do...well, they too are in for a surprise. Just when your opponent thinks it's safe, with the Djinn sitting on his side of the table and all, hit him with Delirium. The big red jerk deserves it for going over to the enemy's camp and your opponent will suffer five points of damage. You might even let your opponent keep the Djinn next upkeep and then dispose of it with the Purge, dealing five more points.

Emberwilde Djinn is a very nice way to annoy an opponent, but it would also be nice to have some creatures to attack and block with. For this, we choose Wildfire Emissary and Aku Djinn—two of the better creatures in *Mirage* and *Visions*. The Emissary is fairly cheap and packs quite a punch with his pump ability. As for the Aku, a 5/6 trampler for five mana is pretty impressive. Sure, he gives opponent's creatures +1/+1 counters but, in the Delirium/Purge deck, is that really a downside?

Finally, for some quick direct damage, Pillar Tombs of Aku seems like a very good choice. Its ability to eat creatures is of no particular interest to us, but cast it when your opponent has none and you will be dealing five quick points of damage for only four mana.

The one card this deck truly fears is Suleiman's Legacy. When playing against a red/white deck, it might be a good idea to replace some of the Djinns with other creatures or extrå direct damage from your sideboard. Ebony Charms are a perfect answer to Hammer or Tombstone Stairwell decks.

The deck in its present form should be very competitive in any *Mirage/Visions* tournament. If you would rather play for fun, there are a lot of cards that would support the deck concept that you might want to experiment with. For example, cast Blood Lust on a creature before you Delirium it! Among many other cards to try are Binding Agony, Cursed Land, Warp Artifact, Detonate and Death Watch.

That is all for today, class. Now if you will excuse me, I will make like a Sensei and go break some bricks with my bare hands.

Alex Shvartsman (ash@abinet.com) has a black belt and a matching tie.

SUBSTITUTIONS

[illegible] everyone has all those rare cards! If you're [illegible] few, here are some possible alternatives.

2 Aku Djinns
- ► 2 Hulking Cyclops

2 Nekrataals
- ► 2 Dark Banishings

2 Hammers of Bogardan
- ► 1 Kaervek's Torch/ 1 Torrent of Lava

2 Pillar Tombs of Aku
- ► 2 Drain Lifes

2 Wildfire Emissaries
- ► 2 Ekundu Cyclops

THEME DECKS

THE NON-KILLER DECK

GERIATRIC JAMBOREE

Boy, they sure don't make 'em like they used to—*Magic* decks, that is. For all those who thought that *Magic* was just a kids' game, here's the deck that breaks the generation gap. You've got the wise Elder Druid, the venerable abbot Hazduhr, and even your good ole Uncle Istvan.

While many of *Magic*'s older folk stand on their own pretty well (those Yavimaya Ancients are no slouches!) it doesn't hurt to give them a few aids. Special devices like Feldon's Cane, the Phyrexian Walker and the Glasses of Urza are sure to help them out.

Not to sound too insensitive, but many of these creatures are nearing their final days, and you know what that means. When that Auspicious Ancestor does finally exit the bus (you'll pardon the crude expression), there's an Inheritence waiting for you.

So stop ignoring the old folk, because even the oldest *Magic* critters are creatures too. Oh, one last thing—whenever something bad happens, don't forget to let out a hearty "flibbidy-floo" or "great googely moogely!"

— Jeff Hannes and Jason Schneiderman, Disrespectful Youths

OLD PEOPLE
1 An-havva Constable
1 Auspicious Ancestor
1 Elder Druid
1 Farrel's Zealot
1 Grandmother Sengir
1 Hazduhr the Abbot
1 Ley Druid
1 Nebuchadnezzar
1 Nicol Bolas
1 Old Man of the Sea
1 Sage of Lat-Nam
1 Uncle Istvan
1 Yavimaya Ancients

OLD PEOPLE'S THINGS
1 Elixir of Vitality (Metamucil)
1 Everglades
1 Feldon's Cane
1 Horn of Deafening (Eh?)
1 Inheritance
1 Lion's Eye Diamond
(They just don't make 'em like they used to)
1 Glasses of Urza
1 Phyrexian Walker
1 Staff of the Ages
1 War Chariot
(as close you can get to a wheelchair)

OLD PEOPLE'S CHARACTERISTICS
1 Amnesia (Oh, I remember. It was...)
1 Ancestral Memories
1 Ancestral Recall (...um, it was...)
1 Enfeeblement
1 Forget (...um...)
1 Forgotten Lore (...it was...)
1 Memory Lapse (...I remember– no, wait...)
1 Presence of the Master
1 Weakness
1 Worldly Tutor (...oh, never mind. You're too young to understand anyway.)

OLD PEOPLE'S VICES
1 Martyr's Cry ("Don't worry about me. You should go out and have a good time while I sit here and die.")
1 Sands of Time (Any day now...)
1 Shahrazad (Long, pointless stories)
1 Spinal Villain (Oh...my back!)

RETIREMENT HOMES
5 Forests (Over the river and through the...)
6 Islands (The Keys)
3 Mountains (The Catskills)
5 Plains (Miami)
4 Swamps (The Everglades)

KILLER DECKS II

THE BEST IN TOURNAMENT-LEVEL DECKS

SHADOWFIST

by Steve Zamborsky

So...you think you're in with the Secret Masters, eh? Dragons and Hand too goody-goody for you? Architects and Lotus not your cup of tea? Monarchs and Jammers? Listen, Scrappy—forget about them. This Ascended deck has the goods to keep you gaining power and getting your guys (and gals) out till you make it back to your Family Estate.

And speaking of Family Estates, this deck has five of them to play those tasty pledged characters at -1 cost faster than your opponent can say Neutron Bomb. Try to stack Family Estates next to the Trade Centers. That way, the Trade Centers' drawback that adjacent feng shui sites don't produce power won't affect you. The Lily Ponds are good in a pinch when you want your opponent to attack a certain site (you can turn a Lily Pond to switch it with any other feng shui site you control). Need a quick burst of power? Use Lily Pond's ability, switch with Grove of Willows and gain power equal to the number of attackers that damaged it! If your opponent ends up burning a site thanks to your hijinks, laugh maniacally, play Bite of the Jellyfish and steal all of your opponent's power cause he burned your site. Now see who got stung!

You've got lots of cheap foundation characters, with four Students of the Bear and four of The Pledged. You've also got Students of the Shark, who get a +1 damage bonus against damaged sites and damaged characters; a good choice because, more likely than not, with all that speed you'll be ahead of your opponent. Liquidators and Mights of the Elephant round out the foundation characters. The Mights are the only Lodge characters in the deck; they're there for two reasons. First, they can be killer in a mono-Ascended deck, since their fighting score is equal to the number of Ascended resources in your pool. Second, they complement the Liquidators nicely, who get a +1 bonus if you also control a Lodge character.

"EXPIRED?! I'll *give* you expired..."

The majority of the resource characters aren't that pricey, either, and even less so once a Family Estate hits the table. The Lieutenants are nice for the stealth they provide, while the Journalists can keep a character of your opponent's from unturning, providing a nice neutralizer in case your opponent

Ascension Is Power

EVENTS
- 2 Bites of the Jellyfish
- 2 Bull Markets
- 2 Covert Operations
- 3 Faked Deaths
- 5 Mole Networks
- 1 We Know Where You Live

FOUNDATION CHARACTERS
- 2 Liquidators
- 2 Mights of the Elephant
- 4 Pledgeds, The
- 4 Students of the Bear
- 3 Students of the Shark

RESOURCE CHARACTERS
- 2 Adrienne Harts
- 4 Gruff Lieutenants
- 2 Muckraking Journalists
- 2 Phillipe Benoits
- 5 Swiss Bankers

STATES, EDGES AND SITES
- 5 Family Estates
- 1 Rackets, The
- 1 Security
- 1 Soul of the Dragon
- 5 Shadowy Mentors
- 2 Trade Centers

FENG SHUI SITES
- 2 Blessed Orchards
- 1 Fox Pass
- 2 Gardens of Bronze
- 3 Groves of Willows
- 3 Lily Ponds
- 3 Proving Grounds
- 1 Sacred Heart Hospital

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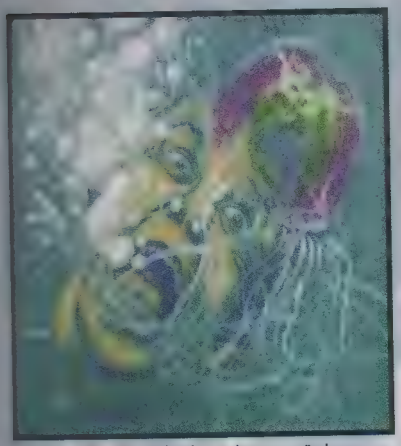


In his quest for the perfect hairstyle, Dennis Rodman goes too far...

gets something big and nasty out on the table. Phillipe is a great guy with stealth too. Then you've got Adrienne...oh, sweet Adrienne. Since she can't be targeted by states, no Inexorable Corruption or Heroic Conversion on her! Be sure to use the Faked Deaths to bring her or Phillipe back into play, unless you've got a reason to use them earlier.

Last and certainly not least: the Swiss Bankers. Once you've got a couple of these out turning to produce one power for you each turn, you should really be cranking. Just don't forget to leave a little power lying around, since they get smoked if you have no power in your pool. You never know when you might need it, and if you sell yourself short, you risk losing those Swiss Bankers. Just remember: The Bankers are one of the key cards of this deck, so use them wisely.

Shadowy Mentors...you've got five of them; make sure you use them to your greatest advantage. One neat trick is to attack, then after your opponent declares who's intercepting, Shadowy Mentor the biggest interceptor and watch his eyes grow wide. Security's a good all-around state to play on one of your important sites (like Sacred Heart or Fox Pass). The Rackets are a good unaligned edge to have to keep your opponent from gaining power. Finally, we've got Soul of the Dragon, another speedy aid to keep this deck swift. Get this one out quickly and watch your opponent squirm.

Mole Network is another key card. Use those to either keep your opponent's power at the bare minimum, or when you think he might need the power the most. There are five to maximize your chances of pulling one in your first few turns. We Know Where You Live can damage cards your opponent has if he's got the same designators in his hand; it works really well with Student of the Shark. There's also Bull Markets for a huge power boost (which you can steal with Bite of the Jellyfish if needed), Faked Deaths to bring back your heavy hitters and Covert Operations which force your opponent to get rid of his oh-so-crucial cards.

With some of the *Netherworld* and *Flashpoint* cards out there, you've gotta be on the lookout for cards like Pocket Demon, Hacker, The Fox Outfoxed and Tunnel Ganger. Wu Ta-Hsi is the Ascended's sworn enemy with his ability to get rid of Ascended events, states and edges at will; if your opponent is playing Lotus, consider substituting Marked for Deaths for the Covert Operations and a Monkey King or two to send ol' Wu Ta-Hsi back to your opponent's hand instead of The Rackets and Soul of the Dragon.

Just remember the name of the game with this deck: speed, speed and more speed, and everything else will fall into place. Keep your chin up; I'll see ya at the Throne War.

Scott Tredwell will not be found in the downside fork one of his best friends is the Fox Ninja she walks with but [illegible]

TOP 10 SHADOWFIST CARDS

1. Ting Ting: Cool, what can you say about this [illegible]

2. White Ninja (promo): [illegible]

3. Evil Twin: The Fifth arc is a good thing you [illegible]

4. Pocket Demon/Vicki McMillan: [illegible]

5. The Fence: So you can only have one of them out... [illegible]

6. Lotus Ant: Alright, she's ridiculous. The whole gig [illegible]

7. Shen Tzu: This [illegible]

8. Shadowy Mentor: So you can return the fact that this [illegible]

9. Jack Dawson: Eight bucks for this [illegible]

10. [illegible]

Visions Stumpers Special

By Beth Moursund

Answers to some of the most-asked questions about *Visions* from the pre-release tournaments

Stumper of the Month

Q: I heard a rumor on the Internet that the new black-backed sleeves are a plot by Wizards of the Coast to institute purple as the sixth color so that you won't be able to see the new dot on the back in tournament play. I also heard that they were banning islands, reprinting all the out-of-print cards, and putting Underworld Dreams in Fifth Edition. Is any of this true?

—Olaf Lapri Erewhon, NY

A: Of course it is. You should always believe everything you read. By the way, it's a proven fact that sending large quantities of unmarked bills to game magazines improves your tournament ranking.

This month's winner walks off with three different foreign edition *Magic* packs and a pack of *Legends*!

Q: Can I cast Knight of the Mists and bury my opponent's Black Knight?

A: Yep. Pretty rude, isn't it?

Q: What happens if I have no creatures when I summon Shrieking Drake?

A: You return the Shrieking Drake itself. The same goes for the Stampeding Wildebeests' upkeep effect.

Can the Shrieking Drake unsummon itself?

Q: Can I attack and cast spells at my opponent, and then cast Peace Talks at the end of my main phase?

A: Yes. This will keep your opponent from retaliating on his turn, without affecting your next turn at all.

Q: What if I use Sleight of Mind to change the Stampeding Wildebeests' upkeep effect to target a different color?

A: If you have no creatures of that color, then you don't return anything. Again, there's no "or" clause, so the Wildebeests just stay in play.

Q: Viashino Sandstalker says to return it to owner's hand at the end of any turn. What does that mean?

A: It means any time you get to the end of a turn, if the Sandstalker is in play, you return it. You don't get to pick a turn of your choice.

Q: Can Zhalfirin Crusader redirect damage onto my opponent or my opponent's creatures?

A: You bet it can.

Q: If I have Dream Tides and a Prodigal Sorceror, can I keep tapping and untapping him several times in the same upkeep?

A: As many times as you have mana for. Just call him Tim the Machine Gun.

Q: I attack, and my opponent blocks. Can I use Jamuraan Lion on the blocking creature to let the attack go through?

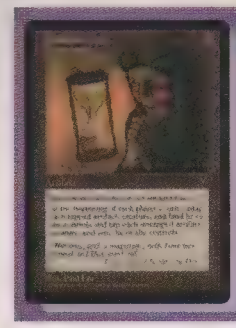
A: No. Once a creature is blocked, the Jamuraan Lion's ability will have no effect on the combat.

Q: What if there are no non-artifact, non-black creatures in play when Nekrataal comes into play?

A: Nekrataal itself is black, so it can't target itself as most of the cards like this do. Since there's no "or" clause, nothing special happens; Nekrataal just stays in play. An Uktabi Orangutan cast with no artifacts in play works the same way.

Q: How exactly does Sands of Time work?

A: Sands of Time, as written, seems to be somewhat broken. At the beginning of your turn, it toggles everything, which means that it taps itself as part of the mass toggle, disabling itself. So it doesn't cause you to skip the untap phase after all, and all your stuff untaps as normal (unless Stasis is also in play). Just your opponent gets the toggle effect. WotC might issue errata on this one, or they might leave it alone; watch "*Magic* Updates" for news.



More confusing than Ice Cauldron? You betcha.

Q: What happens if you cast a Lightning Bolt on an Ogre Enforcer then cast Weakness on him?

A: He has 3 toughness, and has taken 3 damage from one source, so he dies.

Q: Is sacrificing Prism tokens for mana an ability of the token or of the Diamond Kaleidoscope?

A: It's the Kaleidoscope's ability. If the Kaleidoscope gets destroyed, you can still use the tokens as blockers, but you can't get mana from them.

Q: When Blanket of Night is in play, do all the mana-producing lands count as basic lands?

A: No, it says "swamp," not "basic swamp." Lands which were already basic lands are still basic lands, though.

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Q: If I cast Spider Climb on a Hulking Cyclops, can it block flying creatures?

A: The Hulking Cyclops can't block, period. Spider Climb and Web let the enchanted creature block fliers if flying was the only thing preventing them from blocking. They don't remove any other blocking restrictions.

Q: If I Clone a Bogardan Phoenix, what happens when the Clone dies?

A: It comes back into play with a death counter and picks something to copy. The death counter has no effect unless it copies a Bogardan Phoenix again.

If a cloned Phoenix dies, what happens?

Q: When I cast Three Wishes, do the face-down cards count as "cards in play"? Can I look at them if I forget what they are?

A: They aren't in play, and they aren't in your hand either (so they can't be discarded, even for things like Land's Edge or Balduvian Hordes). You can look at them as much as you want; you have to, in order to cast or play them.

Q: I cast Teferi's Realm. On my next upkeep, I choose global enchantments, so Teferi's Realm phases out. Then I cast another Enchant World. What happens?

A: At the beginning of your next turn, Teferi's Realm phases back in and the other Enchant World is buried.

Q: Since Brood of Cockroaches says "pay" 1 life instead of "lose" 1 life, does that mean I can choose whether or not to use the effect?

A: No, you have no choice. It just means that if you're already at zero or negative life, you don't go any lower. The Cockroaches still come back to your hand.

Q: How do X-spells work when Helm of Awakening is in play?

A: You decide what X will be when you announce the spell. Then, you pay one less mana. If you want to cast the spell with X equal to zero for some reason, you still can; in that case, the spell has no generic mana in its cost, so the Helm doesn't do anything.

Q: I use Quirion Druid on a Forest, then later cast Living Lands. Is that Forest 2/2 or 1/1?

A: It's 1/1 until the Living Lands leaves play, unless you use the Quirion Druid on it again. Whichever effect is newest determines what power/toughness the land has. It's still green, in either case.

Q: When I cast Corrosion, are all the zero-cost artifacts buried immediately, or do they stick around until my next upkeep?

A: They stick around until the time that you resolve the Corrosion upkeep effect.

Q: If my opponent casts Natural Balance when he has fewer than 4 lands, can I respond with Solfatara to keep him from getting the extra lands?

A: You can cast it, but it won't stop those lands. Solfatara only stops the target player from actually playing lands. It doesn't stop other spells and effects from putting lands straight into play. If you cast it in response to Summer Bloom, though, then your opponent won't be able to play the lands.

Q: If I cast Parapet or Spider Climb or any of those other instant-enchantments as an instant when I have Femeref Enchantress in play, do I get to draw a card?

A: Yes, but not until the end of the turn. Players tend to put these in the graveyard immediately when played, but that's wrong—they are enchantments and stay in play until the end of turn. When they are buried at the end of the turn, they'll trigger the Femeref Enchantress. You can Disenchant them just like any other enchantment before the end of the turn. Also, if they phase out, then when they phase back in they won't have the "bury at end of turn" effect, so they'll stay in play just as if they were cast as enchantments.

Eye of Singularity and a legend are in play. If I cast the same legend, what happens?

Q: Eye of Singularity is in play, and my opponent has a Legend. I summon another Legend with the same name. What happens?

A: Both Legends are buried. Eye of Singularity doesn't cancel the normal comes-into-play effect of a Legend.

Q: That Spatial Binding ruling in *IQ* #22...that can't be right, can it?

—Lots of people, more confused than ever

A: Oops. We goofed. What we meant to say was that, yes, you can use a Spatial Binding to keep your Sandbar Crocodile in play. The phrase "cannot phase out until the beginning of your next upkeep" doesn't delay the phasing period; it prevents it altogether.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

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Include your full name, mailing address and phone number.

SPOTLIGHT:

STAR TREK THE NEXT GENERATION COLLECTIBLE DICE GAME

Stumpers

Q: Are the dice in the starter sets randomly selected?

A: No. The ships are fixed sets—each *Enterprise* and *Borg Sphere* is the same as every other. To customize your ships easily, you'll need to purchase the expansion sets when they become available in March.

Q: So, how do you figure out combat damage, anyway?

A: There's a paragraph missing from early printings of the rules that explains the damage system. Although it will be included in later printings, here's the lost information:

To calculate the damage inflicted, use this formula:

Damage =
(Amount rolled on Weapon Die) +
(Bonus/Penalty from Your Helm Track) +
(Bonus/Penalty from Target's Helm Track) +
(Bonus from Movement Die, if applicable) +
(Other Miscellaneous Bonuses)

Q: What exactly does the direct facet on the command die do?

A: Another omission. It allows you to select the facet of your choice on a smaller character or crew die (one with fewer sides) that has not yet been rolled this turn.

Q: Hey! My *Borg Sphere* box dice-list is wrong!

A: Yup. Yours and everybody else's. The correct listing is as follows: one six-sided die, six eight-sided dice, seven 10-sided dice, seven 12-sided dice and four 20-sided dice. The listing on the *Enterprise-E* box is correct.

Q: Hey! My Picard command die is green!

A: Would you believe he's seasick? Seriously, some of the early runs of the *Enterprise* starter set have a dark-green Picard. Aside from looking cool, it operates no differently than the standard magenta version.

These questions and answers were based on the *Star Trek: The Next Generation* CDG Frequently Asked Questions List (FAQ). You can find it, along with rules and other information on the Five Rings Publishing web page at http://www.frpg.com/startrek.

—Jason Schneiderman

UP YOUR SLEEVE

Surprise strategies for unappreciated *Magic* cards

Three Wishes

By Mat Jobe

When I heard that Wizards of the Coast was giving *Magic* players three wishes, I knew right away what mine would be: 1) Replace all my useless ante cards with rare, out-of-print spoilers, 2) Hold steel-cage matches at the next pro tournament, and 3) Reprint Ancestral Recall, so I can own one of the most powerful *Magic* cards ever made.

Of course, when I found out Three Wishes was actually the name of a card from *Visions*, it looked as though my dreams wouldn't come true after all—except for the last one. After all, Three Wishes is a kinda, sorta reasonable facsimile of Ancestral Recall. You do get three cards for one—with the catch that you have to play those three cards before the beginning of your next turn.

Three Wishes
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Screw the djinn in the bottle—you can get your *own* free wishes for just three mana.

The main drawback of Three Wishes is that you could end up watching your three cards fall harmlessly to the graveyard if you can't play them by your next turn. The easiest way around this is to simply reserve Three Wishes for a point in the game when you know you can cast anything in your deck. This point comes earlier for some decks than for others. For example, a deck made up of Lightning Bolts, Incinerates and every other cheap direct damage spell in print could make use of Three Wishes early in the game for three easily played cards. On the other hand, a deck full of expensive spells may never reach that point. Therefore, the best use of Three Wishes is in fast, offensive decks.

However, even when it doesn't give you three cards that you can play right away, Three Wishes can be useful for getting you the one card you need right now. How many times have you been one land short of being able to play a key spell? On the reverse side, how many times have you drawn land after land when what you really needed was a Disenchant? Three Wishes can help you plow through the rough spots in your deck and get to the good stuff.

Three Wishes can also be effective when combined with cards that let you manipulate your library. One such card is Sylvan Library, which lets you peek at the top three cards of your library each turn and then draw one of those cards. With a Sylvan Library, there's not much risk in using Three Wishes since you always know what your next two cards are. Just line those babies up so you can play them in a single turn. Lim-Dul's Vault, Soldevi Excavations, and the new tutors from *Mirage* and *Visions* also give you the "deck forecast" you need to make Three Wishes more effective.

Finally, there are some ways to turn the drawback of Three Wishes into an advantage. In decks that use the graveyard as a resource, Three Wishes is a good way to keep that graveyard stocked with goodies. Also, with a Zur's Weirding on the table, your opponent can't force you to discard your three cards because they aren't *drawn*—they're *set aside*. This little technicality is sure to irritate what friends you have left.

Three Wishes may not be as good as Ancestral Recall, but it's close enough—and it's better for the game of *Magic* because it requires you to think a little. Now if we could just get those steel-cage matches...

Three Wishes: Top Five Combos

1. **Lim-Dûl's Vault:**
   With the Vault, you can make sure the three cards you get are the three cards you want. You could have a nasty combo on the table before your opponent can say "Stasis lock."
2. **Balance:**
   Cast Balance, then respond by casting Three Wishes to get around the discard effect. Your opponent will be *wishing* she had stuck to Type II.
3. **Lion's Eye Diamond:**
   Sometimes even the suckiest cards can become respectable in the right situation. Since the cards you get from Three Wishes don't go to your hand, you don't have to discard them when you use the Lion's Eye Diamond.
4. **Necromancy:**
   Use Three Wishes to bury Baron Sengir or some other obnoxiously huge creature, then use Necromancy, Animate Dead or Shallow Grave to bring it back. Depraved, but effective.
5. **Lightning Bolt:**
   Duh. It's never a bad time to bolt someone.

Mat Jobe wishes all commons were laminated so he could use them as floor tiles.

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HOUSE RULES

By Jonathan Tweet

Build your *Magic* deck while you play

At night, after our two-year old is in bed and my wife and I are alone, we like to engage in that special activity meant for two people to enjoy. Like most folks, we've experimented with different styles and come up with something that leaves us both satisfied. Let me tell you about how we do it.

When we play *Magic*, we use the "honeymoon rules." The honeymoon variant allows two people to play a lot of fun games with a small number of cards. The variant forces you to think on your feet and makes deck building a part of play rather than something you have to do ahead of time. The dynamics of the rules favor balance, so any deck advantage that one player gains is temporary. Getting your behind handed to you on a platter in one game doesn't mean you need to find new decks. The next game can be very different.

As an added bonus, a "honeymoon league" is an excellent way to explore the latest *Magic* expansion one card at a time.

And the best part of this variant? It can easily be adapted to fit just about *any* collectible card game.

Photos courtesy of Everett Collection

With the honeymoon variant, you and your significant other will get along just fine. Trust us.

SETUP: The honeymoon rules, as the name suggests, are for two people, but it can just as easily be played with more. To start out, you each need a starter deck (or any random, playable deck), and to keep the league going, you need a steady source of new cards, generally between one to 10 per game. A key difference from standard *Magic* is that you build your deck during play. Instead of removing cards you don't want before the game, you filter them out one by one as you go. Instead of adding new cards by choice, you add them one by one as the opportunity presents itself. Over the course of several games, you'll get control over your deck's contents, but your deck will always contain new cards to surprise you and your opponent.

RULE CHANGES: The first way you control your deck's contents

"What's this doing in my deck, Alice?" "It's a Gargantuan Gorilla, Ralph." "Har-dee-har-HAR!"

is with the "double-draw-and-ditch" rule. You draw an extra card during your draw phase and "ditch" one of the cards that you drew. That card goes face-up into a "ditch pile," kept in reach of both players. (The ditch pile is the only element added to the game's layout.) The card you keep goes into your hand normally and remains a part of your deck for the next game. The card that you ditch is out of your deck. Over time, you can get rid of weak cards to make your deck stronger and cut back on certain colors to focus on others. You don't have anything like the control you would get by constructing your deck, but you can certainly feel the difference as your deck changes over time.

• You can also add cards to your deck as well as filter them out. Instead of drawing your two cards, you can "salvage" the top card from the ditch pile. If your opponent ditches a card you need, snap it up. Note that you can never salvage your own card because if your opponent hasn't salvaged it then he or she has ditched a card on top of it.

• After the game is over, the winner chooses one trophy card from the ditch pile and adds it to his or her deck. The other cards in the ditch pile are "lost," or removed from the league. Believe me, you'll be thankful to see dogs like Erosion go on to their next lives.) An equal number of random cards are added to the league, blindly divided between the two players. (Deal to the loser first, so if there's an odd number, the extra card goes to his or her deck.) The players shuffle their new cards into their decks and they're ready to play again.

• The rules are the same if you're playing with more than two players, with one small adjustment. Each player keeps his or her own ditch pile (note that this is still separate from the discard pile). When you draw a card from a ditch pile, you can draw the top card of any *other* player's pile. The victory reward is the same, but only the winner gets to take a trophy card.

PLAY: You'll need a steady source of new cards to replace the lost cards. My wife and I use six basic lands of each type and three 15-card booster packs. That gives us the 40 percent land ratio we prefer. More detail-oriented players might want to separate out lost lands from lost spells and return equal numbers of random lands and spells, but my wife and I are too lazy for that.

The spells can come from any set or sets, but be sure to include core cards in the mix, so that foundation cards such as Disenchant remain in the environment.

You have lots of options for finding cards to add in to your league environment. You know all those commons you had to buy to complete your last set? You can use those. Or how about those *Homelands* or *Fallen Empires* boosters? You can get them cheap, and cards that might not fly in tournament play are fine in a limited environment.

But the most fun we have is using cards from the latest expansion. Instead of ripping open and sorting our *Alliances* cards, for example, we used *Ice Age* starters to begin play and a mix of *Ice Age* and *Alliances* boosters (plus land) to add to our decks. Over the course of the "season," we came across the new *Alliances* cards one by one. You have to think fast when you draw a card you've never even heard of before, or when a new card gets played on you.

The honeymoon variant balances the surprise of always dealing with new cards randomly added to the mix with the control you get from filtering your deck as you go. You'll wind up playing cards you would never use, even in a sealed deck. When you draw, you'll hope for cards without even knowing whether you have them. You'll get hours of repeat play value out of common cards without ever having to take time away from the game to build a deck. And all you need to get started are two playable decks!

SIMPLE STRATEGIES

- Follow general sealed-deck strategy, favoring creatures and evasion ability. See *InQuest* #23's "The Hand of Fate" feature (p. 50-53) for the best cards and strategies in *Magic* sealed-deck play.
- Cards that let you draw (such as cantrips) are less valuable than in sealed-deck play because the cards you draw are less likely to be what you want.
- Don't ditch cards your opponent needs, even if they're worthless to you.
- When you're getting greased, focus on ditching bad cards and salvaging good ones; accept the loss and build your deck for sweet revenge.
- Your deck is bound to be weak and unfocused at first because you have such limited ability to tune it. The double-draw and salvage rules, however, let you get to the cards you need quickly. If you really need a forest, for example, you have three opportunities to get one each turn. It can be the top card in the ditch pile or one of the top two cards in your library. You get the diversity of a deck with all five colors and roughly the efficiency of a low-end two-color or three-color deck.

TOP 10 CARDS

Tired of Superman and Batman? The folks at Fleer/SkyBox hear you; they've added the members of the most famous super-team in the DC universe to their comic book CCG, *OverPower*. Wonder Woman, Green Lantern, The Flash…they're all here. But, as always, some cards *are* better than others.

by Norman Barth

1. THE RAY: LIGHT CONSTRUCT

Gee. I wish I could *recall* what makes this card so good. The quick boost in card advantage makes the Construct a must-play for the Ray. It goes a long way towards helping you win a venture and gets you through your draw pile to those ever-so-important powerhouse specials.
(Also: Hazard's Cyber-Jacked)

2. ANY CHARACTER: WIZARD IN TOP HAT & TAILS

All of the cards in your deck are critical, but most of them can only be used once during the game. With majestic Zatanna in your hand, any card that you've played so far that ended up in the dead pile can be used again.

3. TRICKSTER: SMOOTH TALKER

Even the most carefully constructed decks will lose a battle every once in a while. With this card available, at least one of those lost missions can be brought back to the reserve without having to win a battle first. Now *that's* what I call smooth.

4. RIDDLER: PRINCE OF PUZZLES

No puzzle how to use this card—with enough cards placed the battle before, if the next hand of eight is not to your liking, then play this special and draw another hand. Best of all, you *don't* have to discard duplicates, letting you double up on those high-level power cards and specials.

HONORABLE MENTION

DOCTOR POLARIS: MAKE THE BLOOD BOIL

A nice attack because, as a level 7, it is likely to hit and, when it does, it's any skill you need it to be to cover the spectrum KO. The downside is that, as a zero-power attack, it brings no points to your venture total for the battle.

5. ANY CHARACTER: GUARDIAN ANGEL

No matter what the strategy of your deck—going for the KO win, the venture win, etc. every deck can use a free defensive maneuver and that's exactly what Guardian Angel does. The fact that anyone can use it gives it a little extra importance.

6. TACTIC: DOUBLE SHOT

The newest addition to *Over-Power's* game mechanics helps to make playing with dual- or triple-skill decks more plausible in tournaments. Now, even low-level characters have a chance at making level 8 hits. The best part is, when those hits land, two parts of the spectrum are accomplished as well!

7. AQUAMAN: LINE

Thought Aquaman could only talk to the fish? Think again. Get a character caught on this hook and they'll lose all of their placed cards and be unable to attack for the remainder of the battle. This OPD is one of the scariest specials that a team may ever face.
(Also: Cyborg's Interstellar Menace)

8. RA'S AL GHUL: THE CLENCH

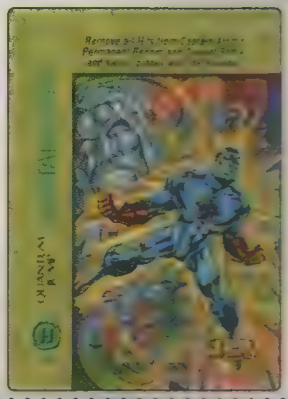
Imagine that you've landed 18 points of damage on one of his front line heroes. Then, rather than KO the first one, you start loading up the damage on a different hero. After everyone is lined up with more than 17 points of KO damage, then you play The Clench and all of those characters are automatically KO'd.

9. ANY CHARACTER: CONFUSION

The biggest strength that dual-skill decks have is the ability to play multiple types of teamwork attacks. Like Guardian Angel, Confusion gives you a free defense against one of those teamwork attacks. Alternatively, you can take out a teamwork before it is even initiated by having your opponent discard one that is placed.

10. CAPTAIN ATOM: QUANTUM JUMP

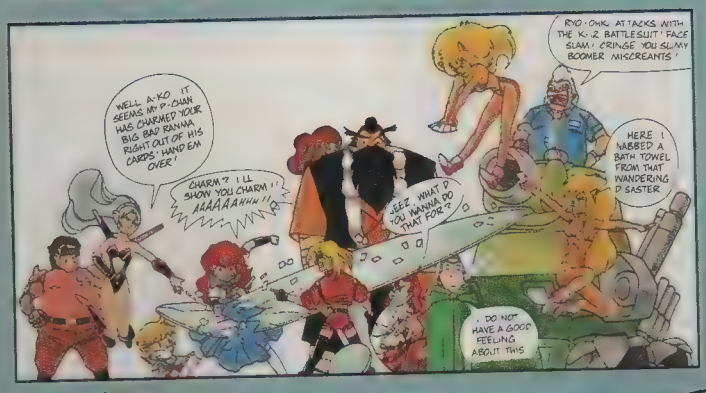
No, not Sam Beckett and Ziggy, but a way to save Captain Atom when he's taken lots of damage. Not only does it clear the Captain's permanent record, but it also brings your reserve character up to the front line, giving you a chance to take advantage of him.
(Also: Metallo's I'll be Back)



WORST

ALLY: KNOW MAN

Actually, any ally whose supplementary attack form is the same as the primary one. Not only is the strength of the thing pathetic, but it requires you to have a special in hand that a teammate can use. If you're going to take a risk like that, wouldn't you want an ally that makes a difference in the hunt for a spectrum KO?


WELL A-KO IT SEEMS MY P-CHAN HAS CHARMED YOUR BIG BAD RANMA RIGHT OUT OF HIS CARDS! HAND 'EM OVER!
CHARM? I'LL SHOW YOU CHARM!! AAAAAAHHH!!
JEEZ WHAT D' YOU WANNA DO THAT FOR?
I DO NOT HAVE A GOOD FEELING ABOUT THIS
RYO-OHKI ATTACKS WITH THE K-Z BATTLESUIT! FACE SLAM! CRINGE YOU SLIMY BOOMER MISCREANTS!
HERE I NABBED A BATH TOWEL FROM THAT WANDERING DISASTER

National Demo Day
Saturday, February 22

Learn to play **ani-mayhem**! On Saturday, February 22, get down to your local Ani-Mayhem dealer for a free game demonstration, anime viewing, cool give-aways, including an exclusive National Demo Day promotional **ani-mayhem** card! And qualify for your Master Player Card! Ask your retailer for details, or, for a participating retailer near you, call 1-800-421-1621.

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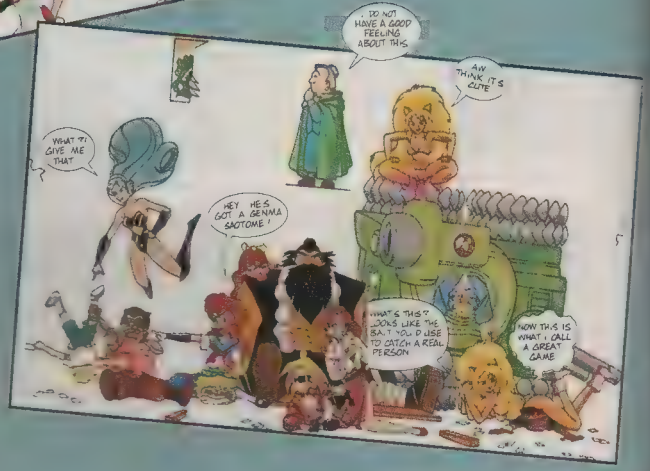
ani-mayhem. Sooner or later the chaos breaks through.


I DO NOT HAVE A GOOD FEELING ABOUT THIS
AW THINK IT'S CUTE
WHAT?! GIVE ME THAT
HEY HE'S GOT A GENMA SAOTOME!
WHAT'S THIS? LOOKS LIKE THE B.A.T YOU'D USE TO CATCH A REAL PERSON
WOW THIS IS WHAT I CALL A GREAT GAME

PANIME

PIONEER
The Art of Entertainment

Basic training

SIMPLE STRATEGIES and DECK DESIGNS for BEGINNERS

by michael mikaelian

Finally, a CCG with all the excitement of *Rock 'em Sock 'em Robots* plus a whole lotta strategy! In *BattleTech*, you command an army of walking tanks known as Battlemechs (mechs). However, these multi-ton harbingers of destruction are only part of the winning equation. When building your deck, you need to decide what tactics to use in order to exhaust your opponent's stockpile.

PLAYING STRATEGIES

Managing Your Resources. Throughout the game, all actions can only be performed during a particular phase of your turn. You can't, for instance, make all your deployments and then decide to use your extra resource point to repair a damaged mech. Since the repair/reload phase happens before the deploy phase, this isn't possible.

Because of the game's encapsulated design, you must plan ahead and budget your resource points. If you have assembly and any damaged mechs, think ahead and see if you can afford to repair a mech. You may need the extra resource point to make a deployment or continue construction on a card already underway. Don't forget to count any resource points in your hand, since they may be deployed and used in the same turn. Ideally, you'll want to repair your mechs as often as possible without jeopardizing the rest of your turn.

If you don't have all the assets required to construct a card for its base cost, either start building it anyway or wait until you have the proper assets. The best way to decide is to look at your options. If you can fully construct something else which will help you get a few hits on your opponent's stockpile or help protect yours, build that instead. If you are not that lucky, then deploy a card you can't finish the same turn.

If a card, such as a mech, has a base cost of more than zero and has asset requirements, you may want to spend a couple of turns build-

BATTLETECH

Publisher: Wizards of the Coast
Designers: Charlie Curita, Glenn Elliott, Richard Garfield, William Jockusch
Set Size: 293 cards
Release: November 1996
Packaging: 60-card starter decks with six-sided die; 15-card booster packs
Suggested Retail: $8.95 per starter; $2.95 per booster

Basic training

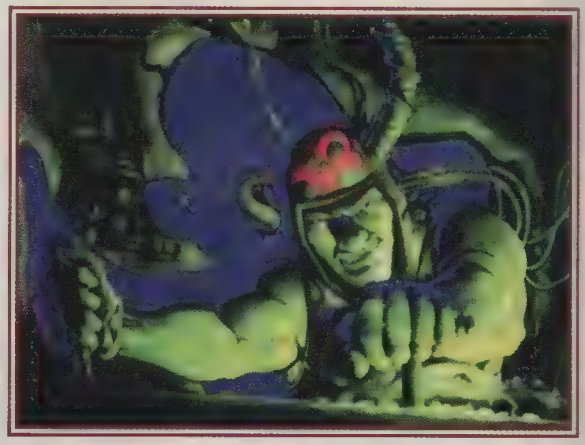
ing it. Say a mech requires 6 A2 M1 T1 to construct and you only have four resource points to spend and the assembly asset in play...if you can't deploy any other mechs from your hand and activate them right away, your best bet is to put a mech under construction. Add four construction counters the first turn and four more the next. If you happen to draw munitions and/or tactics next turn, it'll cost even less.

If a card has a base cost of zero plus asset requirements, you may want to hold it back until you have the assets in play. Many command cards such as pilots and enhancements fall into this category, as do many cards that require politics, such as Mislabeled Drop Boxes and Inside Job. If you find yourself with nothing else to play and plenty of resource points, you may decide it's more important to get these cards into play than it is to hold onto them until they can be deployed for free.

Getting the Most Out of Your Mechs. Since the object of the game is to deplete your opponent's stockpile, you'll want to get started as soon as possible. The first player to get a mech up and running stands a good chance of getting in a few quick jabs. Scrapping a few cards off your opponent's stockpile might not do much more than burn off cards he would have otherwise drawn. Not until the end of the game, at least, where it may give you a one- or two-turn advantage.

After the first few turns, most games will escalate into an arms race. Players will each try to out-build and outthink the opponent. The result is usually either large-scale battles or many attacks made by single mechs. Either way, attackers and defenders need to be chosen carefully.

The best way to attack your opponent is one mech at a time. Clan mechs are very good for this. They tend to be moderate or fast mechs, so they are more difficult to block. Each time you send a mech on a mission, you get to see the results before deciding what your next move will be. Use small mechs as scouts, attacking first to draw out guarding mechs. If your opponent blocks them, that's one less blocker they'll have for your other attacks. If they let the little guy through, then that's a free hit on their stockpile. Either way, you've accomplished something. The decision to continue attacking or end your turn depends on the remaining forces. If they're strong, you might want to savor your minor victory and keep your defenses air-tight. Otherwise, send another mech on a mission, repeating the process until you have sated your appetite for destruction. Just be sure you have some sort of defense for your opponent's turn.



The Best Defense is a Good Defense. When defending against a string of single-mech missions, decide which mechs you can block and which ones you want to block. Always assume you'll have to deal with all of the opponent's mechs as single missions. You may decide to let the

FENRIS D Ice Ferret
6
2A 1M
1T
Mass: 45 tons
Main Armament:
4 Med Lasers
Mech • Clan • Omni • Wolf
Anti-missile (Each missile assigned to a 'Mech in a group that includes Fenris D deals -1 damage)
Pulse lasers make this configuration deadly without depending on resupply.
1 6
Illus. Brian Dugan
5

BattleTech Card Dissection

A. Card Name: You can't go around calling them "big walking things."

B. Construction Cost: The number of resources it costs to bring the card into play. If you don't have all the assets listed in the cost, pay the additional resources listed next to each asset you don't have.

C. Illustration: Use these to intimidate your opponent.

D. Mech Specifications: Mech's armament and tonnage. Some cards refer to these little tidbits, such as Death From Above.

E. Card Type/Keywords: In this case, this a Wolf Clan mech, so it may only be included in a Wolf deck.

F. Mech Options/Effects: Each mech option listed in bold, may only be used once per mission.

G. Armor/Structure: Each time damage is dealt to a card, it is reduced by the card's armor. Any remaining damage is applied to the card's structure. When the card's structure is reduced to 0, it's scrapped.

H. Attack Value: The base damage this card deals in combat.

I. Speed: Important when attacking and defending. The three different speeds a mech can be are F (fast), M (moderate) and S (slow).

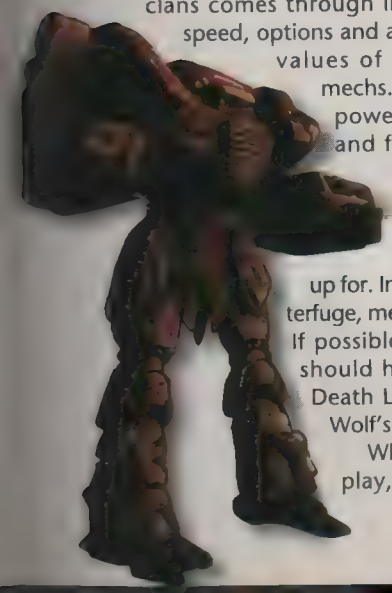
smaller ones through, saving your blockers for their biggest and baddest mechs.

Sending more than one mech on a mission at once is a double-edged sword. The advantage is that you are bringing a lot of damage to the battle. Inner Sphere decks have even more advantages when attacking and defending in groups, such as Lance Commander and Overwhelm. The disadvantage is that the entire group can be stopped by one blocking mech. If your opponent can afford to sacrifice the mechs, they can stop a multi-mech mission every turn.

Often times, you'll find that games are won by only a turn, with just one or two cards remaining in the winner's deck. One way to give yourself the end-game advantage is by using logistics to restock your deck. Somewhere towards the middle of the game, you'll have a sufficient amount of resources, but will continue to draw support cards. Once you've reached the point where you no longer need the resources, start restocking them. You'll never be able to keep your stockpile around indefinitely, but you *can* extend its life this way.

DECK CONSTRUCTION

The advanced technology of the clans comes through in the speed, options and attack values of their mechs. Clan decks tends to be very powerful, with many moderate and fast mechs that deal more damage than their Inner Sphere counterparts.



What the Inner Sphere's mechs lack, their tactics make up for. Inner Sphere decks rely on subterfuge, mercenaries and support forces. If possible, every Inner Sphere deck should have a Contract With Gray Death Legion and a Contract With Wolf's Dragoons.

Whichever deck you choose to play, it should have roughly 20 mechs, 20 resources and a combination of 20 mission and command (non-support) cards. Since the maximum deck size is 60 cards, you can't just add cards because you feel like using them. You must carefully consider each addition to your deck. Using less than 60 cards is not advisable, because it shortens the length of time you'll be able to last.

Mechs. When selecting mechs, use mostly inexpensive ones, then reinforce your ranks with some heavy-hitters. Some typical "cheap" 'mechs include Firestarter, Cicada and Uller. What speeds to include is entirely up to you, but it's wise to have some fast mechs, such as the Mongoose, Hussar and Koshi, just in case. If you're building a missile deck, you'll want lots of little missile mechs and some mechs with NARC to help them hit. Puma A and C are great missile mechs, especially since the C has

the Pack

Wolf Pack

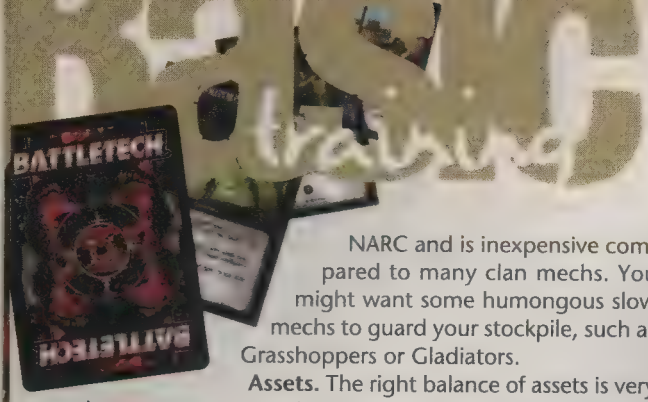
Wolf Pack is designed to hold off your opponent's direct attacks with quick and sturdy Omni mechs. When the time is right, it unleashes a furious pack attack, scrapping as much as half your opponent's stockpile in one turn. Although assembly is an important asset for all decks, Wolf Pack relies heavily on all five assets.

- **Elite Mechwarrior** is best early on in the game. Most decks manage to get their Fast mechs up and running early, but can't compete with a Fenris D Ice Ferret. With the Elite Mechwarrior piloting, fast mechs are all he should have to fight, because even guarding moderate and slow mechs can't block him! In general, it will take two or more normal fast mechs to kill a Fenris D.
- **Ferro-Fibrous Armor** is one of the most powerful common cards. It adds one point of armor to the mech, doesn't count as a deployment and you draw a card when it is revealed! Since most of the mechs in this deck have little or no armor, Ferro-Fibrous keeps them alive longer.
- **Effective Groundwork** really speeds up the game when you target your opponent's deck. All damage you deal that turn is doubled. Ideally, you'll want to guarantee that the game ends the turn you play Effective Groundwork. You'll attack with each mech one at a time, leaving your stockpile unprotected.
- **Inside Job** is a uniquely powerful card. The mech you choose when you reveal Inside Job cannot be blocked that turn if it attacks alone. The ideal combo for Wolf Pack is Effective Groundwork/Inside Job/Rampage using the largest mech currently in play.

Battlemechs
2 Black Hawk A
2 Dragonfly Prime
4 Fenris D
2 Koshi B
2 Mad Cat D
2 Masakari B
2 Puma A

Command Cards
2 Aerospace Fighter Mission
2 Effective Groundwork
2 Elite Mechwarrior
4 Ferro-Fibrous Armor
2 Inside Job
2 Mislabeled Drop Boxes
2 Point Defense System
7 Support: Assembly
4 Support: Logistics
4 Support: Munitions
4 Support: Politics
4 Support: Tactics
2 Veteran Mechwarrior

Mission Cards
2 Heroic Sacrifice
1 Rampage



NARC and is inexpensive compared to many clan mechs. You might want some humongous slow mechs to guard your stockpile, such as Grasshoppers or Gladiators.

Assets. The right balance of assets is very important. Most mechs are cheaper if you have assembly. Almost every deck should have more assembly than any other single asset. Munitions is important if you're using lots of missiles. Tactics reduces the cost of pilots and provides you with a +1 initiative. Logistics lets you restock your deck and politics has no inherent ability, but is necessary in a deck with subterfuge or unique cards. Depending on your deck design, you may use only certain assets.

Commands and Missions. These cards are usually very narrow purpose, so before using a specific command or mission consider whether it belongs in your deck or not. The uses for most of these cards are very limited, and each one should be in your deck for a reason. Otherwise, that's one less card in your deck that could instead be a mech or resource. The most generally useful command cards are pilots and enhancements. When putting in mission cards, look to cards that maximize your mechs' ability in combat.

Entering the Arena

BattleTech bears a lot of similarities other games by Wizards of the Coast and that Garfield guy—*Magic: The Something-or-other* and *Netrunner* to a certain extent. The similar elements are different enough to make this a unique and individual game, but you'll also find that experience with these games can help make you a better *BattleTech* player.

Players who are familiar with these games will find *BattleTech* easy to learn and fun to play. Players who aren't familiar with them will still find this an exciting game that's easy to learn.

And let's not forget our roots—*BattleTech* board game players will enjoy the fresh new perspective the CCG offers them. Instead of commanding a lance or battalion, you're in charge of the entire army!

Michael Mikaelian proudly reports commanding a single Masakari Prime to deal 38 points of damage to someone's stockpile—as one attack.

KAI ALLARD-LIAO
Command • Unique • Inner Sphere • Davion • St. Ives
Pilot: +3 initiative, +3 attack
Prevent up to 2 damage to each 'Mech in a group that includes 'Mech piloted by Kai Allard-Liao. When 'Mech piloted by Kai Allard-Liao attacks or blocks, you may reveal the top card of your Stockpile. If that card is a Mission card, put it into your hand. If it is not a Mission card, restock it.
• Heir to the St. Ives Compact
Illus. Liz Danforth
+3

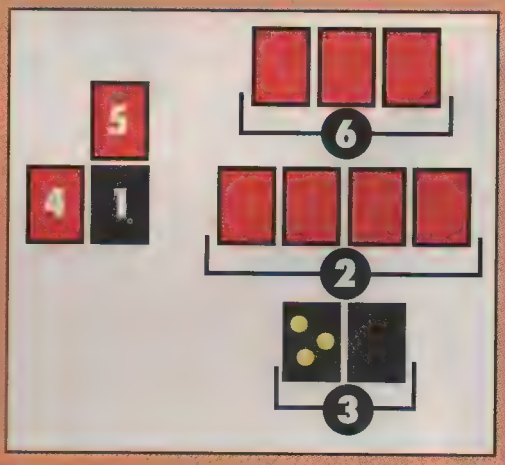
The Card to Get

Kai Allard-Liao

This card combines the best abilities of several other cards, some of the best in the game. To start, at the beginning of a battle you get the chance to draw an extra mission card. During the battle, Kai prevents two damage to each mech in his group. He adds a +3 to initiative, allowing you to play lots of mission cards. He also adds +3 to his mech's attack value. Since he's an Inner Sphere pilot, he can be used with cards such as Overwhelm and Topple. Best of all, Kai can be included in both Davion and St. Ives decks, allowing him to rub elbows with some of his closest contenders.

Table Layout

1. **Stockpile:** Your deck. When you must draw or scrap a card from your stockpile and cannot, you are out of the game.
2. **Command Post:** Except for pilots and enhancements, all command cards are placed here when fully constructed. Each card in the command post is a separate site.
3. **Under Construction Region:** When deploying cards, they go here. When the cost of a card has been paid you may reveal it or leave it under construction.
4. **Scrapheap:** Your discard pile. Whenever a card is scrapped, it goes here.
5. **Guarding Mech:** Mechs may be assigned to guard a site or card under construction if they are untapped and in the patrol region during your missions phase. Guarding mechs may block an attack regardless of their speed.
6. **Patrol Region:** Untapped mechs on patrol may be sent on missions. Untapped patrolling mechs may block an attack if they are as fast as the slowest attacking mech.



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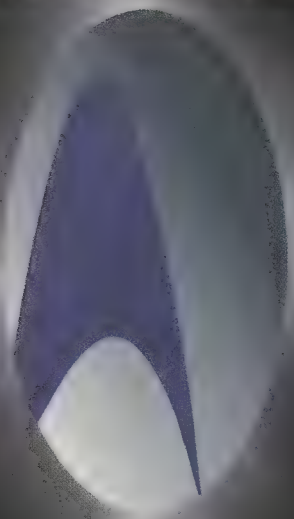

STAR TREK
THE NEXT GENERATION
STAR TREK
DEEP SPACE NINE
STAR TREK
VOYAGER
STAR TREK
FIRST CONTACT

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Legal Pieces

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MAGIC JIGSAW CONTEST

Name: _____ Date of Birth: _____

Address: _____

City: _____

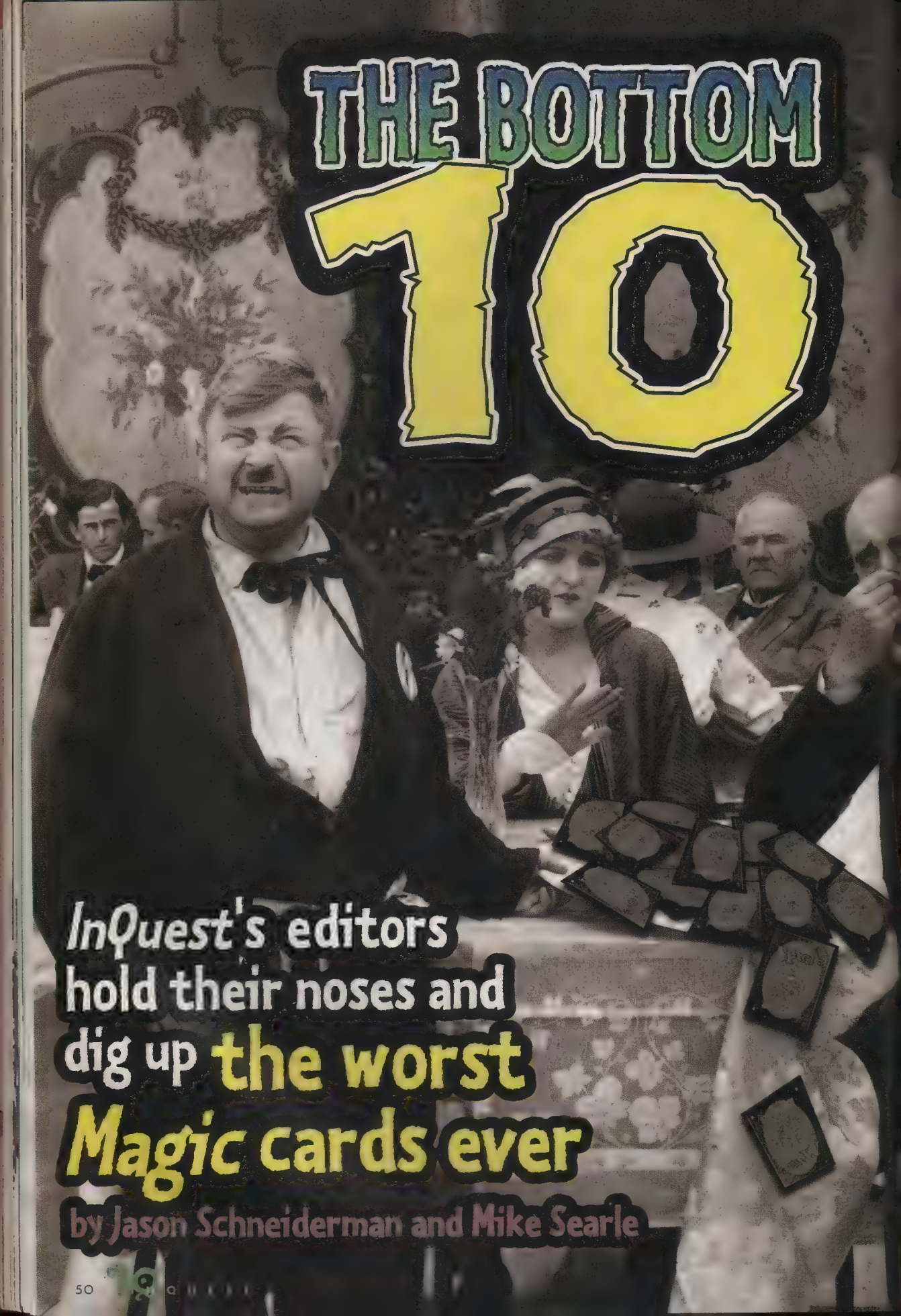
State: _____

ZIP: _____

Phone: ( ) _____

The cards we used:

1. _____	5. _____	9. _____
2. _____	6. _____	10. _____
3. _____	7. _____	11. _____
4. _____	8. _____	12. _____



THE BOTTOM 10

InQuest's editors hold their noses and dig up **the worst *Magic* cards ever**

by Jason Schneiderman and Mike Searle

THERE'S NO SUCH THING AS A WORTHLESS MAGIC CARD.

Seriously. Of the 2,000 cards available for *Magic: The Gathering*, there's not a single one that can't be used in some way, no matter how obscure, convoluted or self-destructive. Any creature can be sacrificed to Ashnod's Altar for mana; any land can feed the Zuran Orb for life. If you try hard enough, you can find a purpose for each and every spell you own.

Some of them, however, take more effort than others. They make you want to throw your hands in the air and wonder how someone—anyone—would want to play with such a card.

These cards aren't just a little overpriced (like Natural Selection) or of limited use (like the Camel). We're talking about the absolute, barrel-scraping worst of the *Magic: The Gathering* card pool. How awful are these cards? Let's just say that Goblin Artisans, our perrenial scapegoat, wasn't even up for contention.

So, take a deep breath and leap into this list of the least. And remember, if you can't say something nice about a card...you'll probably find it here.

Land
: Exchange two of opponent's blocking creatures. This exchange may not cause an illegal block. Sorrow's Path does 2 damage to you and 2 damage to each creature you control whenever it is tapped.

1. SORROW'S PATH

TRASH TALK: The road to hell is paved with good intentions. Switching two blocking creatures is a fine idea (General Jarkeld does it all the time) and, though it requires that both players have at least two creatures actively involved in combat, that's not so bad in and of itself. But every time this land is tapped—not tapped to use its ability, mind you, but any time—it does two damage to you and every creature you control! Be honest, have you ever seen this card in someone's deck?

SAFETY TIP: Give it away as fast as possible: Political Trickery, Gauntlets of Chaos, animate it with a Mishra's Groundbreaker and Juxtapose it—whatever you've gotta do to get rid of it.

Summon Elemental
*s in the lower right-hand corner are set to the number of untapped forests you sacrifice when Wood Elemental is brought into play.

2. WOOD ELEMENTAL

TRASH TALK: As in "I 'wood' play with it, except that the casting cost is insane." In a color that's known for cheap, plentiful critters, the Wood Excremental costs G3 for a 0/0 creature; to gain a point of power and toughness, you have to sacrifice an untapped (and, therefore, otherwise useful) forest. Gain a medium-sized creature and Armageddon yourself in the process. Where do I sign up?

SAFETY TIP: Play with Illusionary Terrain to insure a healthy number of forests to clear-cut. Sell your Magic cards to pay for a psychiatrist to analyze your obvious irrational hatred of trees.

3. RING OF IMMORTALS

: Counters target interrupt or enchantment. Can only counter spells which target a permanent under your control. This ability is played as an interrupt.

TRASH TALK: Which immortals are these? The ones from "Highlander 2"? How much would you pay for the ability to counter local enchantments targeting your creatures? As a bonus, we'll throw in the power to stop interrupts that target permanents you control as well. (Can't think of any? Well... there're the Laces. And the Elemental Blasts. Um...) This reusable Avoid Fate can be yours for the low, low price of eight mana (five to cast it, three to use) and you don't even get the element of surprise! Looks like costume jewelry to us.

SAFETY TIP: Convince your opponents to play Verduran Enchantress decks.

4. ICHNEUMON DRUID

TRASH TALK: There's a lot of fairly weak 1/1 creatures in *Magic* (Shelkin Brownie, anyone?), but the Ichneumon Druid beats out the competition with its high casting cost (two green and one generic) and a ridiculous special ability: doing damage to opponents casting more than one instant per turn. Obviously, if your opponent is planning to go instant-happy, your Druid won't live long enough to be an obstacle. This makes him, essentially, the world's most expensive weenie.

Safety Tip: Combine with Metamorphosis—another stellar card—to cast a useful creature.

5. SNOWBLIND

TRASH TALK: Local enchantments designed to target your opponent's creatures are always a risky proposition—who knows if he'll be packing them in the first place? This one, however, takes the cake. For this spell to approach maximum usefulness, your opponent has to be playing with creatures and using snow-covered lands. And, as icing on that cake, the spell won't kill the creature...at most, it'll make it sick for a little while.

SAFETY TIP: Mmm... cake. Put some frosting on your Snowblinds and serve them as breakfast treats.

6. GREAT WALL

TRASH TALK: All right! A card that stops planeswalkers! This is great! Now your opponent won't be able to attack you at all, and you can march over with all your...what's that? It stops *plains*walkers? You mean like the Righteous Avengers and...well, that's just about it, isn't it? Righteous Avengers. Wow. We can hardly contain our excitement.

SAFETY TIP: Paper-clip a Magical Hack to the card and hope your opponent doesn't notice.

THE X FILES

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7. INFERNAL DENIZEN

Infernal Denizen
Summon Infernal Denizen
During your upkeep, sacrifice two swamps. If you cannot, tap Infernal Denizen, and target opponent may gain control of target creature of his or her choice you control. The opponent loses control of that creature if Infernal Denizen leaves play
: Gain control of target creature. Lose control of that creature if Infernal Denizen leaves play.
Illus. Drew Tucker

TRASH TALK: Whoa mama, this guy's an upkeep nightmare. Let's assume you've got the eight mana sitting around to cast the Denizen, his upkeep cost—the sacrifice of two swamps—makes him comparable to a bunch of other black lug-heads with terrible drawbacks—Demonic Hordes minus the swamps, Lord of the Pit minus the creatures and Cosmic Horror minus a ton of spare mana. The odds are your opponent'll be snapping away your creatures because of the Denizen's horrible cost before you ever get to use his special ability to steal your opponent's creatures. Face facts, he's a loser.

SAFETY TIP: Skip playing a land on your opening turn and discard him.

8. GLYPH OF DELUSION

Put X counters on one target creature that target wall blocked during this turn; X is the power of the blocked creature. Creature does not untap as normal while it has one or more of these counters on it. Remove one counter during creature's controller's upkeep.

TRASH TALK: Cards that rely on walls suck. Ergo, glyphs suck. Why? First, you have to be playing walls (i.e., creatures that putz around on your side of the board and can't attack). Second, you have to wait for a specific card to be in play (i.e., that waste of cardboard, the wall). Third, glyphs can only be played in combat on a blocking wall (whoop-dee-doo, you can target one creature with it). Glyph of Delusion's the humdinger of them all—with the ability to paralyze a creature for a number of turns equal to its power, it still doesn't off the offender. Geez, effective creature-kill it ain't.

SAFETY TIP: If you're planning on using glyphs, make sure you off your opponent's Ichneuman Duid first.

9. RAKALITE

: Prevent 1 damage to any target. If Rakalite is used, it returns to its owner's hand at end of turn; all enchantments on Rakalite are then discarded.
Urza was the first to understand that the war would not be lost for lack of power, but for lack of troops.

TRASH TALK: All right...a healing artifact that doesn't heal. It's special ability—prevent one damage to any target for two mana—ain't half-bad...if only you could use the stupid thing. Its monstrous six-mana casting cost makes the Colossus of Sardia and Aladdin's Lamp look like bargains—face it, you'll be lucky to get this hunk of junk out *after* you're dead. As if that weren't bad enough, if you manage to get it out it'll only save your skin once, after which it automatically returns to your hand to waste another of your turns if you want to replay it. Great defense against The Rack though.

SAFETY TIP: Take up weight lifting. Strengthen wrists to hold cards.

10. GOBLIN ROCK SLED

Trample
Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap as normal during your untap phase if it attacked during your last turn.

TRASH TALK: When is a goblin not a goblin? When he's strapped into a toboggan and shoved down a mountain, apparently. The Dominian Bobsled Team here starts off with promise as a 3/1 trampling creature for two mana. Then, you read the rest of the card. It can't attack unless your opponent has a mountain in play and, even then, it stays tapped for an additional turn. Worst of all, the thing's officially a Summon Rock Sled, which means no Grenades, no Warrens and no Recruiters. Not even the Soothsayer will touch these asinine athletes.

SAFETY TIP: If you really want a trampling goblin, go for the Goblin Mutant. If you really want a rock sled, get over it.

Jason Schneiderman and Mike Searle expect angry letters from the Rakalite Anti-Defamation League and the Brotherhood of Ichneuman.

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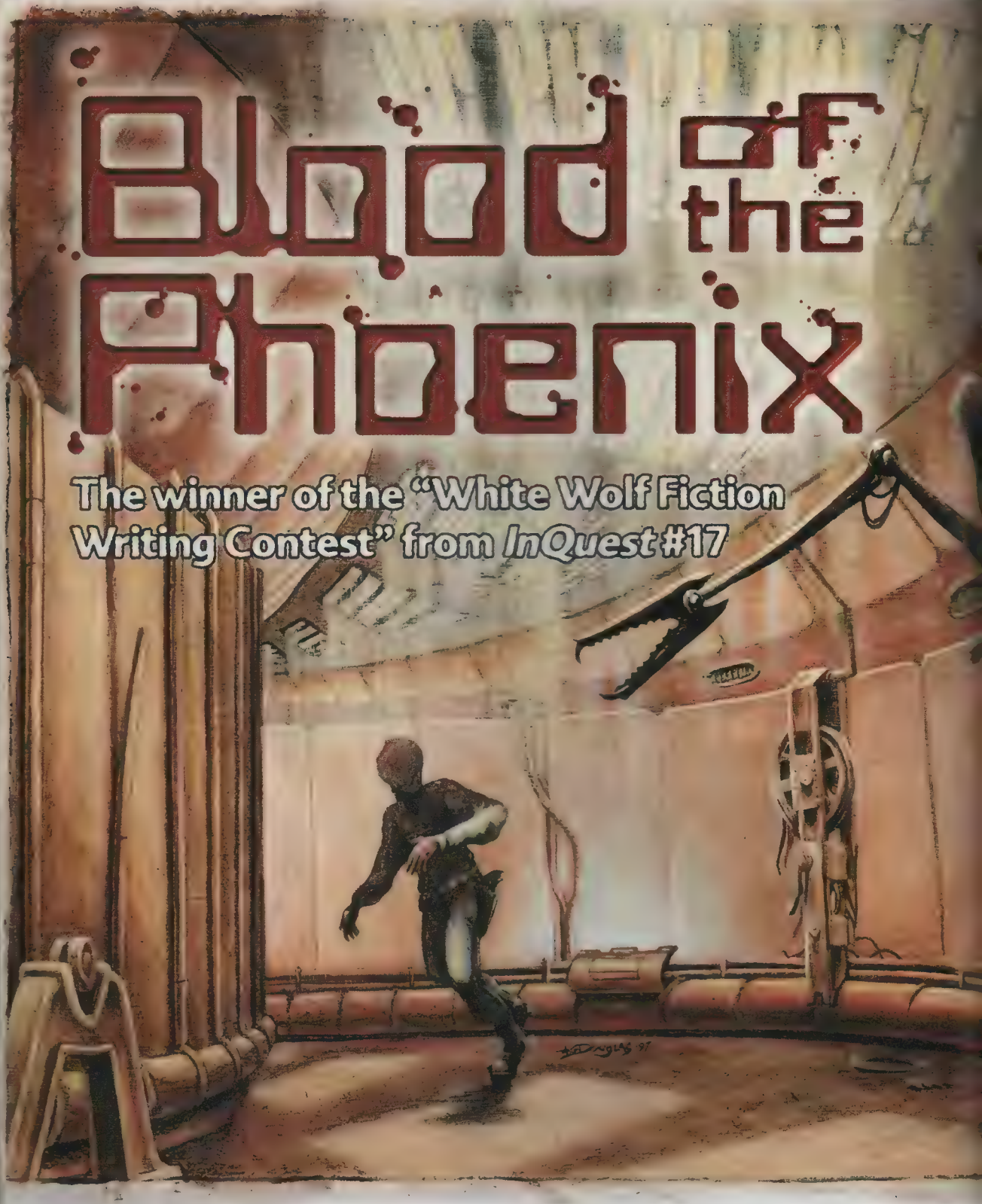
Blood of the Phoenix

The winner of the "White Wolf Fiction Writing Contest" from *InQuest* #17



11:00 PM

STAGE 2322.12 COMPLETED. BIOLOGY NOMINAL. CELL PRODUCTION NOMINAL. MINOR DNA DRIFT — COMPENSATION IN PROGRESS.>

11:30 PM

ROGUE BIOLOGICAL ACTIVITY PRESENT IN GRID 8742. SUPPRESSION UNITS ACTIVE. INTERNAL SECURITY INTEGRITY HIGH.>

12:08 AM

— FIELD DISTURBED — RESET SEQUENCE INITIATED —

Damn.

Sirrus stared wearily at the video screen of the access plate he had sat hunched over for what seemed an eternity. He licked his cracked lips and tasted salt. A drop of sweat grimly descended through the layers of sediment on his face. Every inch of his flesh was covered by a network of little sweat trails.

Tired. So tired.

A chorus of popping joints echoed the thought as Sirrus stood and stretched. His body was a symphony of pain. Somewhere deep inside his thigh, wedged between a major bone, two major arteries, and a nerve bundle was a little nugget of high explosive with a tungsten coating—a souvenir from an encounter with the first automated mobile sterilization forces. That was 26 years ago. Right now the nugget felt like a hot coal buried in his flesh. Then there was the crosshatch of scars under one arm, the result of angering a highly armed data-hold. The laser burn had healed badly, leaving him with a patch of skin that looked like a well plowed field. Every time he twisted his torso, there was a sickening ripping sensation as the scar tissue tore like fabric.

But pain didn't hold his attention. The access plate called to him with the voice of unnumbered corpses.

The access plate. It was the ultimate puzzle. Like a Rubik's cube, except this one didn't follow the rules. The squares changed color. In truth, Sirrus was trying to sift through the minute fluxes of a time-variant magnetic field which flowed along the pipe. The pipe was a conduit, carrying optic fiber and superconductive cable for the complex. The access plate was keyed by changes in the magnetic flux. The ultimate dead-bolt lock.

"Vuul, where are you when I need you?"

There was no answer. Just the throbbing hum of machinery far below the surface. A throbbing hum which beat in time with the blood pumping through his temples. So Sirrus wiped his face, adjusted the setting on his magnetometer, bent back over the access plate and tried to go with the flow.

2:14 AM

– FIELD DISTURBED – RESET SEQUENCE INITIATED –

Crud.

Crud crud crud crud crud damn.

Sirrus rolled back into a sitting position and leaned against a section of pipes carrying fluids for the complex, his forehead resting against the cool metal. Random images flashed along the edges of his awareness, a strange mixture of past, present, and probable future. None sparked any reaction. His spirit was a flame that was burning low as his time grew short. He knew he would never again stroll along the high ridges of Terad Norr during a triple conjunction, eyes drinking deep the blended light. But perhaps others would.

2:21 AM

WHUMP WHUMP WHUMP Whump Whump whump whump...

Sirrus started at the sound of a passing HeloCom. Alarmed, he checked the time, then relaxed when he saw only a few minutes had passed. Just as well. He feared sleep. His dreams were too often replays of the past, and the past was not his friend.

"Endure, my son. We have trained you to suffer no obstacle, to fear no pain, to never surrender. Do you hear me?"

Yes, I hear you. I always did.

The ghost of his father faded in and out of existence, a wavering shadow figure given life by the green light from the access plate video screen.

But he had no time for ghosts, so he shook his head to clear it of visions, wraiths, and apparitions. A quick wipe of the forehead and then back to adjusting the...what the hell is on my wipecloth?

A slight discoloration due to a combination of sweat and grime? No. Instead there was a dark stain, a spreading stain creeping along the fibers of the wipecloth. A stain that could be only one thing. The realization chilled Sirrus to the bone. The stain was blood. He reached up and touched his forehead. Not good. The skin felt slick and loose. He lowered his hand. It was dripping with dark fluid. A thin strip of flesh hung from his first finger.

Tissue decay had begun.

3:20 AM

— FIELD DISTURBED — RESET SEQUENCE INITIATED —

oh goddess sweet mother of light help me helpme mememe me

Sirrus was falling apart.

Exposure to a Hawkins-effect magnetic field with a strength factor of 100 for more than 45 minutes was potentially fatal. He had been in a field with a strength of 10,000 for more than five hours in a cramped service tunnel with an air temperature of nearly 130 degrees. Why wasn't he dead? Ten hours earlier, one-fifth of his blood had been replaced by a liquid drug to fight the body decay. Unfortunately, the drug itself was fatal in large doses, and he had taken a ridiculously large one. But not large enough. The field's insidious effects were becoming visible.

Blood oozed through his skin in several spots. A first eardrum ruptured. A second one would soon follow. His lower extremities thundered pain, like hypodermic needles were slowly pumping them full of poison. Worst of all was the continuous slipping sensation, as the bonds holding his body tissues together first weakened, then broke. Was there pain? A little. Sirrus had seen others under similar circumstances dig through the flesh of their neck to sever the artery providing blood flow to the brains. Anything to end the agony. The irony was that the last tissues to degenerate were the nerves that carry sensations to the brains. Was there pain?

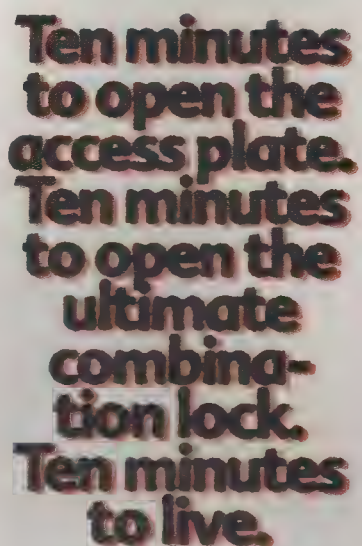
Sirrus might have addressed the question but for one thing.

He had gone insane.

4:15 AM

With an audible click the neural stimulator shifted into active mode. The tiny little device hidden in the shadow of Sirrus' ear waited politely for a few moments, then proceeded to turn Sirrus' brains into a war zone.

Sirrus was not stupid. He knew that the odds of him succumbing to the effects of the Hawkins field were pretty high, so he had taken steps to prevent it. The drugs had been one. Conductive clothing and carbon-based radiation-absorbing make-up were others. And then there was the neural stimulator. The final option. The



little device had leads attaching it to all the major nerve bundles and blood vessels leading to the brains. When activated, it would send out microscopic probes to travel to the inner chambers of his brains and turn the power switch back to 'ON'. Complicating matters was that his body would see the probes as hostile invaders and try to destroy them.

Sirrus' neural stimulator also had a timer. Every 30 minutes the device sent a mild buzz to his brains. He then had five minutes to push a sensor in his neck that would reset the timer. When his hold on sanity slipped, he had failed to respond to the warning buzz. The stimulator activated and the real battle began.

5:23 AM

< TUNNEL UNIT RU-K332A...PROCEEDING WITH NORMAL MAINTENANCE PROGRAM.>
< LOCAL-SECTOR-COMMAND...ACKNOWLEDGED.>

Cold neon reflected off cold metal as the droid entered the service tunnel. It was 36 minutes away from access plate #112 and the prone, twitching body next to it.

5:31 AM

Flesh and tissue. Blood and pus. Neuron pathways change and contract as electrons dance. Convolutions. Flow.

5:33 AM

MOMMARRRGHAAAIIIEEEEEEEE! ! ! !

Sirrus exploded into motion. Arms and legs pumping like pistons. Sweat flying off in strange elongated streams. Hands searching for explosives.

Wait.

Sirrus listened and heard nothing. An occasional drip of moisture but nothing else. His mind drained clear, the confusion running away like frightened mice.

What am I doing?

One look at the access plate and his disintegrating body answered that one. But the pain didn't matter anymore and his body didn't matter anymore. The future mattered. Life mattered.

By the second sun, the time. 5:34? He had maybe 10 minutes before a tunnel unit came along and that would be the end of that. Ten minutes to open the access plate. Ten minutes to open the ultimate combination lock. Ten minutes to live.

5:38 AM

Sirrus' legs were useless rags. The muscles had decayed too far to function properly. He had wedged himself between the access plate and the wall so that he could have a decent angle to work. Fortunately his arm muscles were hanging tough. It made the fact that his nose had slid right off his face less troublesome. Actually it made it easier to see the picture in the locket he wore around his neck.

Blood and mucus kept running into his mouth. Very irritating, but it did help feed his growing determination. Determination which was acting as a sponge and outlet for all the rage contained inside.

Sirrus' fingers played a symphony across the controls of his handheld magnetometer.

5:41 AM

The droid was coming. He could hear its passage and the high-pitched whirl as it checked and cleaned the machinery along the way. Sirrus didn't know how far, though; these tunnels could play tricks with sound waves. The tunnel went straight for about 120 feet before turning. He guessed that, once the droid turned the corner, he would have two minutes before he was noticed. He needed

[illegible] 90 seconds after opening the [illegible] plate to activate the device he car[illegible] p.m.

It was hard to keep his eyes out of the [illegible] where the tunnel turned.

[illegible]

[illegible] MONITOR STATION S3341-[illegible] IDENTIFIED BIOLOGICAL [illegible] TED LOCATION [illegible] 223,12998. TUNNEL UNIT [illegible] 332A APPROACHING.>

< LOCAL-SECTOR-[illegible] COMMAND...ACKNOWLEDGED. ACTIVATE TERMINATION POTENTIAL FOR RU-[illegible] 332A PURSUANT TO DETERMINATION OF NATURE OF BIOLOGICAL.>

[illegible] AM

— DEACTIVATION SEQUENCE ACKNOWLEDGED — ACCESS [illegible] ERANTED —

What? Deactivation seque... [illegible] ack...oh by the suns i did it...i did it [illegible] ...i...I DID IT ! ! !...oh goooaaaaa...

Sirrus' mind began to whirl like a coin sent spinning by the casual flick of a finger. He felt dizzy and nauseous at the same time. He puked. It was full of blood and what looked to be part of his esophagus.

But he felt almost giddy with excitement. In a hidden pocket he held the last link in a plan conceived 20 years ago. The fruition of all that had gone before. The culmination of a suicidal need for self-determination. The completion of a drive born from...

A loud clang wrenched Sirrus back from the brink of euphoria. He turned his head even through he knew the source of the noise.

The droid had turned the corner and was steadily bearing down on him.

5:46 AM

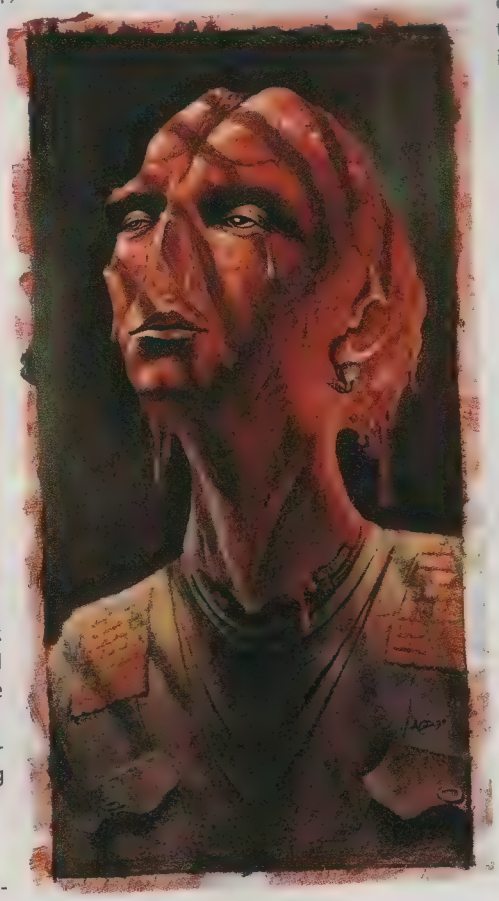
The Prime Processor came online and began stepping through an initialization sequence which would affect every component of a huge network which stretched over 200 square kilometers and more than half a mile under ground, activating electronic tendrils which monitored and controlled the growth of human cells. The men who had arrived in deep hibernation and begun construction of the complex had died long ago, but the complex had been designed to be self-perpetuating. Only now was the complex approaching a state in which actual "birth" would be viable.

5:47 AM

The nerves in Sirrus' fingers lied. Degeneration had so damaged them that he couldn't tell what he was touching or how much pressure he was exerting. Inside a hidden pocket was a tiny vial of hard organic material, but he couldn't get his dead fingers to undo the damn button holding it shut!

Sirrus became aware of pain in his mouth. He spit out a red spray with little white chunks mixed in. His teeth. In his frustration he had ground his teeth into gravel and turned his gums into commeal in the process.

No matter.



< FOREIGN BIOLOGICAL ELEMENT LOCATED. EXTERMINATION MODE INITIATED.>

Sirrus ripped the button loose and winced as the vial struck the metal floor with a loud clang. He reached deep into the pocket and quickly flicked a small cylinder towards the droid. He smiled with grim satisfaction as the droid exploded into thousands of glittering bits of smoking metal. The crude explosive had done an admirable job. And, fortunately, Sirrus wouldn't have time to miss his left arm, or his lowest extremities. They were nicely mixed with the pieces of metal littering the tunnel.

Sirrus tried to grab the vial with his right hand but the fingers kept bending into the strangest shapes. So he used what remained of his tongue and gums to grab hold. He couldn't tell if the moisture blurring his vision was sweat or tears or blood.

The struggle to raise himself up to the access plate was titanic. Every part of his body vibrated, oscillating back and forth, an unstable machine ready to explode. Up and up, toward infinity. And, over the lip of oblivion, one small opening...exposing wires as thin as hairs and yet so numerous they formed a bundle a foot across. A hard scrape of the vial against the edge of the opening to remove part of a clear coating and it was time. The vial had no opening but would immediately change to a gaseous state when it came in contact with his blood. He had anticipated having to cut himself but there was no need; blood flowed freely. The vial evaporated and the virulent molecular acid within tore into the bundle below. The acid would burn through more than 200 feet of metal, plastic, and rock before being exhausted.

Soon, a high-pitched hum was evident. It would grow to a roar as power sources overloaded in a cascade failure. And, for the second time in the last thousand years, a death knell would sound for mankind. There would be no cheating extinction a second time.

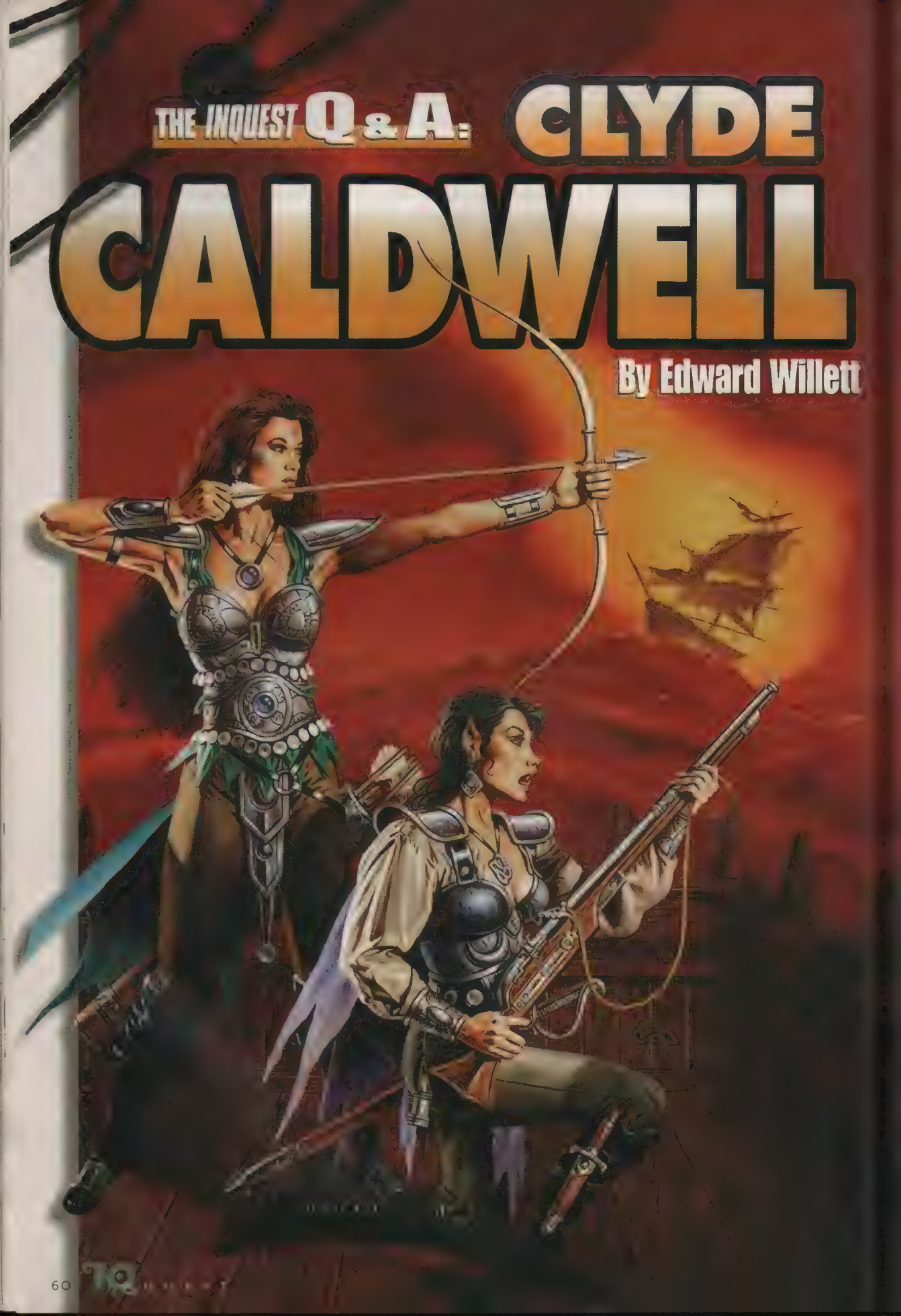
Sirrus didn't know. He didn't care. He was definitely crying but had forgotten why. All was cold as his spirit traveled a quiet tunnel leading to the end of awareness. Death came shortly before deep explosions within the earth sent the broken remnants of the complex skyward. Mixed within the debris were remnants of the human cells carried light years by the earth ship *Phoenix*, the only seed ship to make planetfall.

The children of Sirrus and his people would prosper and in time would make the leap into space. But everywhere in the legends and stories which they shared was the shadow that had fallen in flame from the sky and afflicted them nigh to their destruction. The shadow cast by the last children of men.

Jeff Evans likes to consider himself an important cog in the machine of the US Trade and Patent Office, a position which [illegible] his love for good beer, occasional travel and, of course, Magic.

THE INQUEST Q&A: CLYDE CALDWELL

By Edward Willett



If you'd visited TSR in the early 1980s, you might have run across a group of guys sitting around a table at lunchtime playing *Dungeons & Dragons*. Nothing unusual about that. . .until you looked closer. This was no ordinary group of guys.

The dungeon master was Keith Parkinson, renowned *D&D* artist. And the players included other classic TSR artists like Larry Elmore and Jeff Easley . . . and a young man with a North Carolina accent by the name of Clyde Caldwell. Caldwell had just started working at TSR at that time, and knew next to nothing about *Dungeons & Dragons* or the whole gaming phenomenon. But that would change.

During the next 10 years, Caldwell made an indelible mark on TSR, producing paintings not only for game modules and rule books but for the *Dragonlance* and *Ravenloft* novel series as well. Since leaving TSR in 1992, Caldwell, still based in Wisconsin, has produced dozens of cover paintings for other fantasy and science fiction books, plus magazines, game modules, computer games, posters, prints, calendars and more.

Not bad for someone who confesses to being "a pretty slow painter." Not bad, either, for someone who never really thought of art as a possible profession until he was enrolled in graduate school at the University of North Carolina at Greensboro.

For a while, he assumed he'd be an art teacher when he graduated; even when he decided to try to make a living as an illustrator, he began by drawing line art for newspaper ads. In an alternate world, Clyde Caldwell is probably creating wonderful designs devoted to selling cars. In this world, those who enjoy science fiction and fantasy can be grateful things took another course.

INQUEST: HOW DID YOU BECOME AN ARTIST?

CALDWELL: I was always drawing, as far back as I can remember. When I was a preteen I got into comics and . . . things like that. I used to do pen-and-ink drawings in sort of a cartoony imitation. . .

My parents tried to get me to take art lessons. I must have been 8 or 10 years old, and I really wasn't interested enough in it to try to learn how to do it right; I wanted to do it the way I wanted to do it, and I didn't really want to be a slave to somebody else telling me how to do it. I was kind of resistant to that sort of thing. I didn't have a concept of being an illustrator until I got into graduate school.

WHAT HAPPENED THEN?

I discovered fanzines, and that was a turning point for me. Up until that point I'd figured I was going to teach. Graduate school was pretty intense, and so I started doing some fanzine work, more as therapy than anything else. It was fun. I did fanzine work for probably about a six-year period, while I was in graduate school and then after I got out.

My first job was with a newspaper: advertising illustration, line art, that sort of thing. Later on I got a job with an advertising agency for a while, doing pretty much the same thing, and during that time I was working on some samples and send-

VITAL STATS

Name: Clyde Caldwell

Birth: Feb. 20, 1948, in Gastonia, N.C.

Occupation: Illustrator

Base of Operations: Wisconsin

[illegible] Considered book and magazine cover. Spent almost 10 years at TSR, during which he was cover artist for the popular Ravenloft series, including the book's Vampire of the Mist, Heart of Midnight and Tapestry of Souls and several modules. Has freelanced since 1992.

Miscellaneous Fact: Played lead guitar, sometimes sang lead vocals and wrote songs for a garage band in the late '60s. Wasn't very good.

LEFT: *The Rose Sea* by Clyde Caldwell

THE PROLIFIC FANTASY PAINTER TALKS ABOUT THE EARLY DAYS OF *DUNGEONS & DRAGONS*, FUTURISTIC SUBMARINES AND GETTING TURNED INTO A WOMAN

ing them off to publishers, trying to break into the fantasy field.

WHERE DID YOU MAKE YOUR FIRST PROFESSIONAL SALE?

UnEarth Magazine, a little science-fiction digest-sized magazine out of Baltimore. It ran for about eight issues, and I think I did six of their covers. This agent saw my stuff there and picked me up and started getting me some paperback cover work and [magazine work]. The period I broke in was kind of the aftermath of the "Star Wars" phenomenon. I actually wanted to do fantasy, but a lot of the first assignments that I got were science fiction because that's what was hot in the market.

YOU WORKED AT TSR FOR ALMOST 10 YEARS. HOW DID YOU START OUT THERE?

I was freelancing back in North Carolina. I didn't know anything about *Dungeons & Dragons*, but I was really looking for an outlet to do some fantasy stuff. A friend of mine showed me a [TSR publication], and that looked like an outlet for some of my work, so I sent them some samples and started doing some covers for them on a freelance basis. Over a three-year period in the late '70s and early '80s, I did about nine or 10 covers for them. [Eventually] they offered me a job.

WHAT WAS IT LIKE WORKING AT TSR IN THOSE DAYS?

When I first got there Larry Elmore and Jeff Easley and Keith Parkinson and I were the four basic painters. Later on Jeff Butler came in—he was doing a lot of work with the *Marvel Superheroes* game. We were all working in the same room. We didn't have a lot of ego clashes or anything; we got along real well.

It was a good creative environment; you got a lot of feedback from the other artists. We had a sort of a friendly competitive attitude there that I think sort of made each of us strive to outdo each other. It was a lot of fun. We had a lot of laughs, a lot of good times.

DID THE FOUR OF YOU SPECIALIZE?

All of us had our strengths and all of us had our weaknesses, but everybody pretty much did everything. TSR was a really good place to perfect your craft, I think. They would just throw all kinds

All art © Clyde Caldwell unless otherwise noted

of weird stuff at you to paint: a dragon made out of flames or a unicorn encased in ice, you know, just all sorts of weird stuff that you probably wouldn't ordinarily paint or even think of. There was a lot of challenge involved in pulling off the assignments.

I liked to paint women, strong female characters. I would try to work a female into my paintings at any opportunity. I think I was probably imprinted at an early age by Vampirella...

DID YOU PLAY *DUNGEONS & DRAGONS*?

When I first came to TSR I'd never played the game. Keith Parkinson was the only guy who had really played the game before, so he set up a little lunchtime *D&D* game for us. He was the dungeon master and all the rest of the guys were playing. It just gave us kind of a feeling for the subject matter. That was really the only time I played the game.

I was a good ranger, and the rest of the people in our little group ranged from neutral to bad guys, so that sort of put me at odds with the rest of the group. I would always want to do everything the noble, right, good way, and they would do everything in the more devious ways.

The funniest thing that happened was that our group ended up at a bard's college, and I went up against the head of the bard's college and he turned me into a female. Then I had to play as a female character—a little different perspective on things!

Keith was putting together most of the scenarios; we weren't playing specific modules or *Dragonlance* characters or anything like that. We had a good time, but it kind of fizzled out after a while. TSR went through a rocky period where they had to lay a lot of people off. Part of the people playing in our little game got laid off, so it just kind of fell by the wayside.

YOU DID A LOT OF BOOK COVERS FOR TSR IN THE *DRAGONLANCE* AND *RAVENLOFT* SERIES, AND NOW YOU'RE DOING A LOT FOR OTHER PUBLISHERS. HOW DO YOU CREATE A COVER?

I read the manuscript and make notes while I'm reading it, sort of consciously looking for visual things that would make a good cover. I usually come up with a couple of ideas and just do little thumbnail sketches for myself until I decide on a couple that I think should be worked up to a sketch stage. I'll either do a pencil sketch or a color sketch to show the publisher and present a couple of ideas to them so they can choose the one they like. Then I do the painting. It can take me up to a month to finish a painting.

"I was probably imprinted at an early age by Vampirella..."
—Clyde Caldwell

WHAT MEDIUM DO YOU USE?

Mostly oils. Every once in a while I get the hankering to do an acrylic painting, but usually the stuff that I do is in oils. The oils don't dry as fast, so it's easier to blend and get the color transitions. It gives me a little more control over the painting.

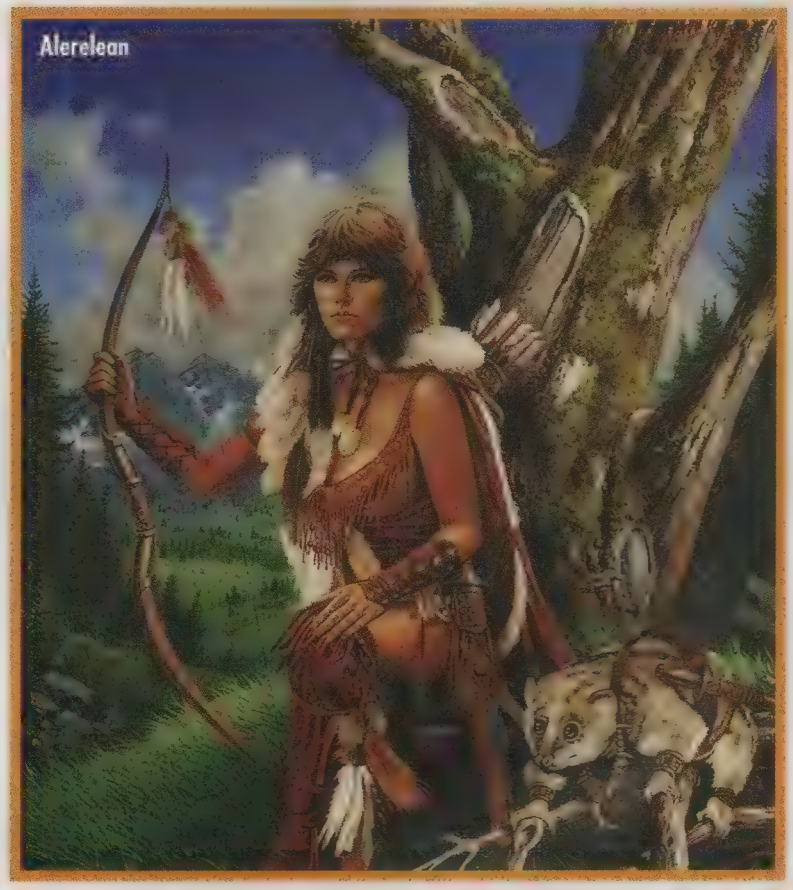
WHAT KIND OF REFERENCE MATERIALS DO YOU USE?

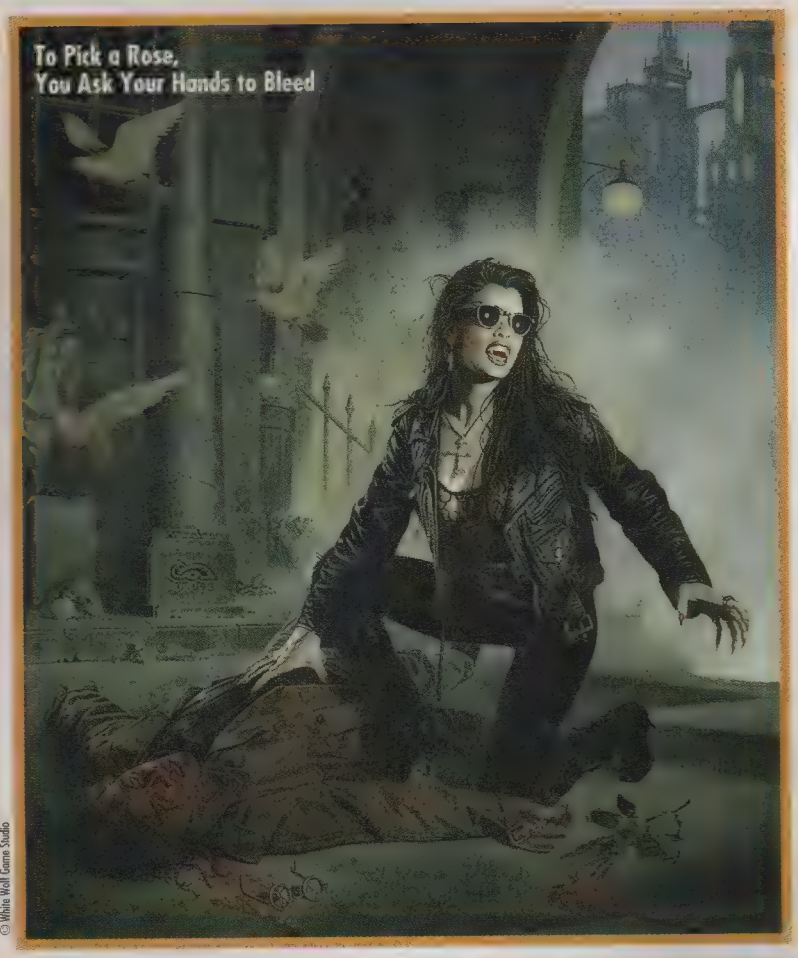
I always use models for the figures, and then pretty much make up the monsters and the dragons and all that kind of stuff. Sometimes I rent costumes; sometimes I'll totally make up the costumes. I have a lot of costume pieces and things that I've stockpiled over the years. Sometimes I'll utilize photo references of backgrounds and things like that too.

DID *RAVENLOFT* PREPARE YOU FOR YOUR WORK ON WHITE WOLF'S *VAMPIRE: THE MASQUERADE*?

The *Ravenloft* stuff for TSR was this really weird mixture, medieval with gothic-type stuff, and it was almost like it was incompatible. It was a little bit of a stretch for me to get the two subject matters to mesh and work on the level that I thought it should.

I'd never done a modern-day urban vampire kind of thing, and I really liked the feel of the White Wolf





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stuff. So when I had the opportunity to do a piece, I wanted to keep it as close to the feeling of the game as possible, and that was a little bit of a different feeling than *Ravenloft*. It was a little bit darker and little bit more sinister.

WHAT SORTS OF ASSIGNMENTS DO YOU FIND MOST DIFFICULT?

I don't like really cutesy things [like fuzzy animals]. Any time I've been called on to do something that's sort of in a cute vein I always put up some resistance. When I can get a more grim kind of subject matter I always enjoy it more than the lighter stuff.

When I was doing advertising work I had to do a lot of cartoony kind of things, and the cuter the better. You couldn't make anything too cute or too sweet for the advertising market. I really had my fill of that in the five years I was doing that, so after that I really wanted to do more "serious" kind of stuff—although I like to think I have a sense of humor about the work.

ARE THERE ANY CURRENT ARTISTS THAT INFLUENCE YOUR WORK?

My earliest painting influence was probably Frank Frazetta, as it was for most people who are in the field today. At TSR, you couldn't help but be influenced by the people you were working with in the same room every day. Now, don't really look at a lot of other people's stuff, although I really like Brom's stuff. His work is a lot darker than mine, a lot more sinister, and I admire that.

"Any time I've been called on to do something that's sort of in a cute vein I always put up some resistance."

—Clyde Caldwell

WHAT'S THE STRANGEST WORK EXPERIENCE YOU'VE EVER HAD?

I was working on a paperback cover quite a few years back. It was a submarine that was going through a portal from one world into another world. I sent in a sketch of a futuristic submarine and they approved the sketch and I started doing the painting.

During the time I was working on the painting the art director had to go into the hospital to have an operation. This other art director came in and took over for him while he was gone. I sent the finished painting in, and the guy looked at the painting and he said, "Oh, this is much too futuristic. I would really rather have something that looks really old-fashioned and kind of Jules Verne. Can you make it more in that direction?"

I said, "Well, okay," even though this was basically what had been approved by the first art director.

So I made a lot of changes to it, and I sent it back. While I was making the changes the original art director came back. When he got the finished painting he looked at it and said, "Oh, this is much too old-fashioned looking, this is much too Jules Verne-like. Could you make it more futuristic-looking like you had in the original sketch?" And so I had to go back and redo all the changes that I had made on it and change it back to the way it was originally.

WHAT ARE YOU WORKING ON NOW?

Even as we speak I'm doing a book cover for a book called *Hell on High*, a novel by Holly Lisle; it's the third book in a series that I did the first two covers for. Then I'm going to be doing a hardback cover for the second "Glenraven" novel [by Marion Zimmer Bradley and Lisle].

I did a screen saver [*Clyde Caldwell's DragonSaver*, from MCX Software]. I'm computer illiterate, so that was kind of a fun thing to be involve with. I did a video game cover for *Tribunal* from Bethesda Software, coming out soon.

ARE YOU SURPRISED BY YOUR CURRENT SUCCESS?

When you start out, you always aspire to a certain level, but I wasn't sure

whether I could achieve that or not. I was mainly interested in doing the work; it was just a fun way to make a living.

At TSR, it was like you were working in a vacuum. You just produced the work and it went out, but it was almost like nobody ever saw it. We got some feedback, but we didn't get a lot. I worked there a lot of years, and it was just a slow building of an audience, building a reputation and recognition and whatnot. It wasn't like you go to a convention or something and you're an overnight success. It was such a gradual thing, you almost tend to look back and say, "When did people start knowing who I was?"

Even still when you go to conventions, it's kind of odd to have people come up and actually know your work. Maybe four or five times people have come up to me and they have a painting or part of a painting tattooed on their shoulder or their back, which is kind of weird. You'll just be sitting there behind your table and all of a sudden someone will come up and expose their shoulder to you or something and want you to recognize your artwork.

It's complimentary in that that's sort of a permanent fixture: They're going to be stuck with it for a while! But when people come up to me at conventions and say that they've been influenced by my work and they like my work—that's really gratifying.

Edward Willett studied art at his university, too, and, following the unanimous advice of his teachers, promptly became a writer instead.

CALDWELL CONNECTION

For information on limited edition prints and portfolios featuring Clyde Caldwell artwork, write to:

Caldwell Prints
720-A Fox Lane
Waterford, WI 53185

For information on Clyde Caldwell's *Savage Hearts* sketchbook, write to:

SQ Productions
P.O. Box 4569
Toms River, NJ 08758

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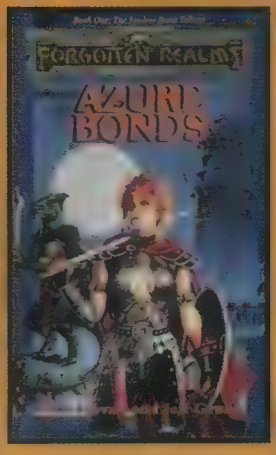
CALDWELL'S FAVORITES

THE WORM HAS TURNED (page 62). "This is one of my favorites. It has a female warrior who has slain a big worm in an underground cavern. I like the attitude of the character, the way it came off. I thought it had a good sense of triumph."

ALERELEAN (page 63). "That was one of my most successful paintings. It's not an action-packed painting, but I just thought it worked really well as far as the painting technique. I didn't have a deadline for it and I kind of got to work on it for a period of time, so I think I was able to take it to a level I might not have been able to if I'd had a deadline."

TO PICK A ROSE, YOU ASK YOUR HANDS TO BLEED (page 64). "Kind of a long title, but I liked it because it had a kind of a dark sort of gothic feel to it that I was going for with the painting. Besides, I got to paint a leather jacket on the girl, which was really neat."

AZURE BONDS (below). "It got quite a bit of exposure. I liked it a lot because I used a model that I thought really fit the character and gave her a unique look. She had a kind of shaggy hair style and I liked the costume I designed for her; the author actually wrote the armor I designed for the character into the book. It's held up well over the years."



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The InQuest world guide to

The Odyssey

BY TEEUWYNN

Travel Log

Population: Approximately 5,000, in Mycenaea (the foundations of what would become Greece)
Calendar Date: Around 1275-60 B.C.
Annual Average Precipitation: 15.8"
Average Temperature: January, 50°F; July, 84°F
Principal Language: Early Greek
Geography: Greece claims over 2,000 islands in her surrounding seas, most of which are uninhabited.

Diet: Although the area's residents are known for their generosity, travelers should be careful—visitors have been known to develop amnesia or even turn into animals upon consuming the wrong foods.
Religion: Gods, goddesses and their children are very active in the lives of mortals. Travelers should take care not to offend these rather touchy immortals for they are quite likely to throw tantrums, turn people into plants, destroy ships and otherwise cause problems for targets of their wrath.

Meet the Gods!

Gods and sorceresses, monsters and heroes, the Greek Isles give every visitor the chance to meet—and perhaps even become—a legend! The isles are a place of constant mystery. Where else may visitors find earthly entrances to the land of the dead, the Isle of the Winds and the famed heights of Mount Olympus? Of course, who's to say travelers won't meet one or more of the gods themselves? After all, the Greek gods are quite fond of taking a personal interest in the affairs of mortals in the area.

The Greek Isles are home to some of the world's most unique and fascinating monstrosities. Yet, the people who make their homes here are, if anything, more interesting than the native creatures. These islands are home to wizards and witches, as well as many famous adventurers: Odysseus, Achilles, Jason, Hercules and Ajax, to name but a few. Where else could visitors meet the coveted "face that launched a thousand ships," Helen of Troy?

Surrounded by its famed wine-dark seas, decorated with breathtaking art, gateway to adventure and home to a populace willing to feed and house visitors for next to nothing (save a tale or two of adventure), the islands are an adventurer's paradise. So sit back and come with us as we take a brief tour of just some of the many highlights of the dark beauty that is the Greek Isles.

Tourist Attractions

1. THE RUINS OF TROY

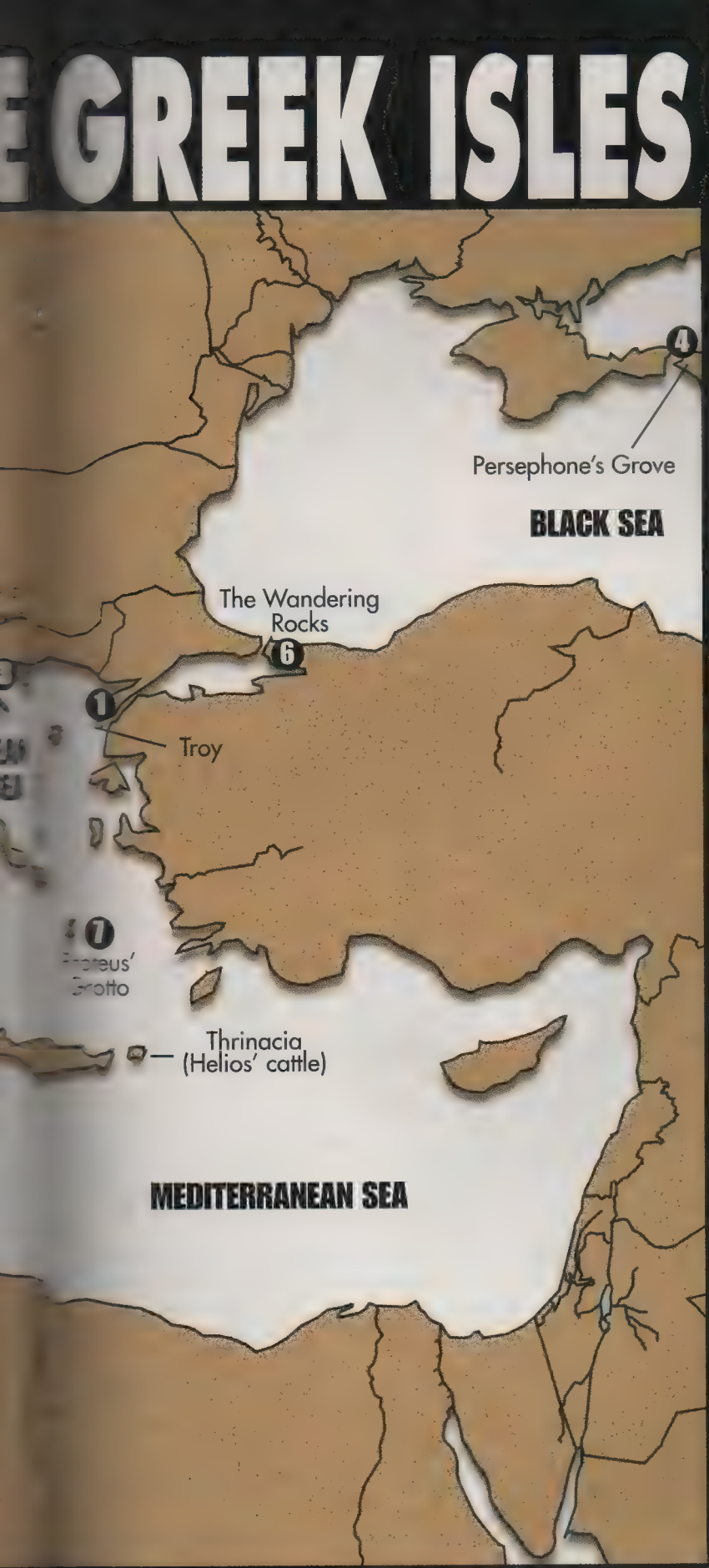
One of the most popular tourist attractions in the area, the smoke has barely cleared from Troy's ruins. Visitors to the site can mark where many of the area's most famous heroes—including Ajax, Paris, Hector, and Achilles—met their deaths. Destroyed by the Mycenaeans—early ancestors of modern Greeks—at the stunning conclusion of a war that lasted for almost two decades, the ruins of this sprawling city are an awesome example of the devastation of war.

2. THE LAND OF THE LOTUS EATERS

The Land of the Lotus Eaters is a place of hypnotic tranquility. The Lotus Eaters themselves are a quiet, dreamy race of humans known for the rare variety of lotus they cultivate. Anyone who eats the saffron lotus' fruit immediately forgets everything and everyone. Some individuals even forget their own identities, lapsing into a state of profound amnesia. The Lotus Eaters' origins are unknown (perhaps even to themselves).

3. CIRCE'S PALACE AND THE ISLE OF DAWN

The quality of light on this island paradise is



such that most visitors find themselves always feeling as if the sun has just risen. The Isle of Dawn sports a wide, ever-changing, variety of animal life—with the animals showing a remarkable, almost-human intellect. The sultry sorceress Circe's majestic palace is definitely worth a look, although visitors are advised to turn down any offers of food while touring the grounds.

4. TARTARUS/PERSEPHONE'S GROVE

Persephone's Grove is a destination popular to those visitors who wish to commune with dead friends and relatives. Visitors must make the steep descent into the misty Valley of Death; once at the center, where the river of flaming fire and the river of sadness meet to form the river of woe, visitors may offer up a sacrifice (wine, barley and sheep's blood is traditional) and wait in the half-light for the dead to appear.

5. THE ORACLE AT DELPHI

Perhaps the most famous oracle in the world, the priestesses at Delphi are led by a female prophet known as the Pythoness. The Pythoness and her followers use a combination of chanting, meditation, and the drugged air found naturally in the caves at Delphi to boost their prophetic powers. Although the Pythoness demands a heavy tithe for prophecy, she will usually do so for any who meet her demands.

6. THE WANDERING ROCKS

Also known as the Clashing Rocks, these dangerous shifting formations have spelled the doom of countless ships. Visitors should only view these rocks from afar, since no one has ever successfully sailed between them. There is a prophecy which says that if any ship should slip by the Wandering Rocks' hungry maw, the rocks will remain forever frozen in place. The hero Jason and his crew, the Argonauts, supposedly plan on testing this prophecy in the near future.

7. PROTEUS' UNDERSEA GROTTO

This grotto is home to thousands of dappled-grey seals who are actually under the care of Proteus, a minor godling, and his daughter, the nymph Eitothea. Skilled in the arts of shapechanging and prophecy, Proteus is known to take the form of a seal and sleep among his cherished flock. Nature lovers claim the beauty of the grotto and the chance to observe so many seals up close is worth the trip alone, but more ambitious travelers claim that Proteus will prophecy for anyone who can capture and hold him until he gives up his shapechanging struggles.

ROLE CALL

By MATT FORBECK

MARCH roleplaying releases

▲ CTHULHU LIVE

◀ WASTEWORLD

With the GAMA (Game Manufacturers of America) show happening in Reno (Village of Sin; Vegas, the City of Sin, is to the southeast) at the end of this month, lots of companies like to come out with cool stuff in March to impress all the retailers at the show. What this means to you: More games!

ATLAS GAMES

ARS MAGICA STORYGUIDE SCREEN. This sturdy, four-fold screen lists all the *Ars Magica* charts you need for easy reference. Plus there's a 32-page book full of GM resources like magic items, a library and a band of mercenaries, all ready for immediate use in your game. $14.95.

CHAOSIUM

CTHULHU LIVE. In this live-action RPG based on *Call of Cthulhu*, you play investigators on the edge of insanity. The flexible and easy-to-use system can recreate any game of horror, and the book even includes details on how to build life-size monsters! 154 pages. $16.95.

FASA

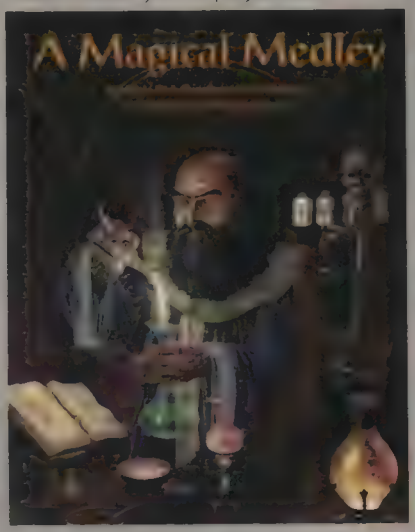
MOB WAR! This *Shadowrun* adventure hurls the heroes into a battle for the streets of Seattle between the Mafia, Yakuza, Triads and Seoulpa Rings. Choose your side, and pray you choose right. Otherwise, you're in for a very short life. 72 pages. $12.

FLYING BUFFALO

CITY BOOK 7. The latest in the Catalyst series (suitable for use with any fantasy RPG), this book contains fully-developed establishments, characters and scenarios set in the town of King's River Bridge. Cross over the great stone bridge and visit over 20 frp locations, including "The Cornerstone Ghost," "Sweeney's Pie Shop" and "The Rivor Raptors." 112 pages. $14.95.

FOREVERWORLD BOOKS

CULTUREBOOK: NEUONIAN. The first supplement for the *NeverWorld* fantasy RPG, this Culturebook explores the human side of the world with the Neuonian race. Chock full of tons of background material, this book also features a community generator to help GMs construct villages, towns and cities on the fly. 144 pages. $18.



GREY GHOST GAMES

A MAGICAL MEDLEY. This supplement for *FUDGE* and other RPGs features six new schools of magic: African spirit magic, Celtic magic, the Gramarye, bioenergetics, Chinese magic and occult sciences. Plus there are rules for designing your own magic system, integrating *GURPS* magic with *FUDGE*, and a complete fantasy adventure. 128 pages. $17.95.

HEARTBREAKER

HEIMBURG: CITY OF SIN. Welcome to the largest city in all of Venus, home of the Bauhaus and more corruption, heresy and sedition than you can shake a Punisher handgun at. This *Mutant Chronicles* sourcebook delves deep into the heart of one of the Darkest cities in the human worlds, and it comes complete with dozens of adventures hooks and a full-scale adventure. 156 pages. $19.95.

IMPERIUM

POCKET EMPIRES. In *Traveller* pocket empires emerge on the fringes of the more established powers or in nearby clusters of stars. This book features rules for creating your own pocket empires and casts players

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in the role of empire builders. 112 pages (some color). $22.95.

IRON CROWN ENTERPRISES

LORD OF THE RINGS POSTER MAP. A 2' by 3', full-color poster map painted by Jo Hartwig, based upon Christopher Tolkien's rendition of his father's famous fantasy world. Great for roleplayers, card gamers and fiction fans alike. $12.

THE NORTHERN WASTES. This sourcebook for the *Middle-earth RPG* covers the tundra of the Forodwaith to the far north. Learn all about the new residents of this portion of Morgoth's former domain: strange beasts, cold spirits and Snow-elves. Includes three color map inserts. 192 pages. $30.

ROLEMASTER ANNUAL 1996. This supplement for the *Rolemaster Standard System* provides all sorts of new stuff for *Rolemaster* fans: a master development point table, a master training package system, new compilations of spells and lists, character sheets for new races and professions, and a master index. 96 pages. $10.

MANTICORE PRODUCTIONS

WASTE WORLD. In this new RPG from designer Bill King (*Warzone* and *Warhammer 40,000*) players take on the role of warriors hailing from one of the several insular corporation-families that crowd the planet. It's a rough, bloody and dark job that you're going to love, and it's got a rock-solid system to boot. 256 pages (16 color). $25.

METROPOLIS

THE ORPHANAGE. Four girls in an orphanage decide to build the perfect woman for their father figure out of body parts and their own souls. (Sounds like a very special "Brady Bunch" to me.) It's up to the anti-heroes to put this twisted plan to an end in this adventure for *Kult*. Very mature players only. 32 pages of metallic duotone. $9.95.

PAGAN PUBLISHING

DELTA GREEN. This sourcebook for Chaosium's modern-day version of *Call of Cthulhu* (a.k.a. *Cthulhu Now*) reveals the US government's longtime involvement with the supernatural. It can easily be adapted to any other modern-day RPG, and it's just the thing for the *X-Files* fan who likes to lose his mind. 304 pages. $27.95.

R. TALSORIAN GAMES

THE MEMOIRS OF AUBERON OF FAERIE. This *Castle Falkenstein* book details the life and times of the King of the Faerie Seelie Court. It includes material on all the different kinds of Faerie, plus a history of the five Earths the Fae have visited. 128 pages. $20.

TSR

WIZARD'S SPELL COMPENDIUM: VOLUME 2. This continues the collection of every *AD&D* wizard's spell ever published by TSR in any of its products. There's plenty here to keep you busy for a long time. 288 pages. $25.

POWERS & PANTHEONS. The companion volume for *Faiths & Avatars*, this *AD&D* supplement contains vital information about gods, religious orders, temple floor plans, map sheets and more. Don't leave the temple without it. 192 pages (some color). $25.

WEST END GAMES

STAR WARS INTRODUCTORY ADVENTURE GAME. This is a trimmed-down version of the standard *Star Wars RPG*, perfect for *Star Wars* fans that are new to gaming. It includes books for the players and GM, a 64-page adventure book, character sheets, stand-up character counters, dice and more. $19.95.

NO DISINTEGRATIONS. A collection of adventures perfect for heroes playing bounty hunters. If you disintegrate the body, there's no proof for the bounty, so shoot carefully! 96 pages. $15.

WHITE WOLF

ISLE OF THE MIGHTY. This crossover sourcebook for *Changeling: The Dreaming* and *Mage: The Ascension* brings the setting of Great Britain to life. Learn all about the changelings and mages of Britannia and a brand-new kith known as the Green Men. 192 pages. $22.

▲ ISLE OF THE MIGHTY

•InQuest Product of the Month•

The Legend of the Five Rings Roleplaying Game

from Five Rings Publishing

As you might have guessed, *The Legend of the Five Rings Roleplaying Game* is based entirely upon the collectible card game of the same name. It's set in a fantastic version of feudal Japan in which magic works and all sorts of beasts of Japanese legend walk the islands, stalking prey. Players take on the roles of heroes in this distant land, trying to fight for the honor of their clan or simply struggling to make a living for themselves in this strange world.

Besides the requisite character creation and combat rules, the game features rules for running mass combat battles quickly. There's tons of detail on the history of the Empire, which makes the book essential for fans of the card game as well. Sidebars throughout the entire book are filled with dozens of adventure hooks which help to set the game's tone and give any aspiring gamemaster plenty of ideas for an entire campaign's worth of adventures.

The entire book is illustrated in both color and black-and-white by Brian Snoddy, who did many cards for the CCG as well. It's set to tip the scales at over 200 pages, including eight pages of full-color plates. The retail price hasn't been set yet, but you can bet that it'll be well under $30.

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This new expansion for Middle-earth The Wizards will be coming in may. Its a stand alone expansion with starter decks as well as boosters. In **Lidless Eye** you play the Bad Guys - instead of the Istari, you play the Nazgul and use minions as characters. **Call for special pre-order price.**

Fifth Edition has been announced and it's coming in April. This edition will give **Magic** a whole new look since almost all the cards have new art. Expect not to see such cards as Strip Mines [illegible] WotC is removing most of the cards on the tournament banned or restricted lists. Prices will be the same as the current 4th Edition with the exception of the starter deck boxes which will now have 12 decks instead of 10. **Call for special pre-order price!**

Counterstrike, the first expansion for **Battletech**, due out on April 8th (or so). With many new Inner Sphere and Clan 'Mechs joining the fray, you can blast your opponent right off the Battletech universe. **Call for a special pre-order price!**

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myths & legends

Exploring the creatures and fables of folklore

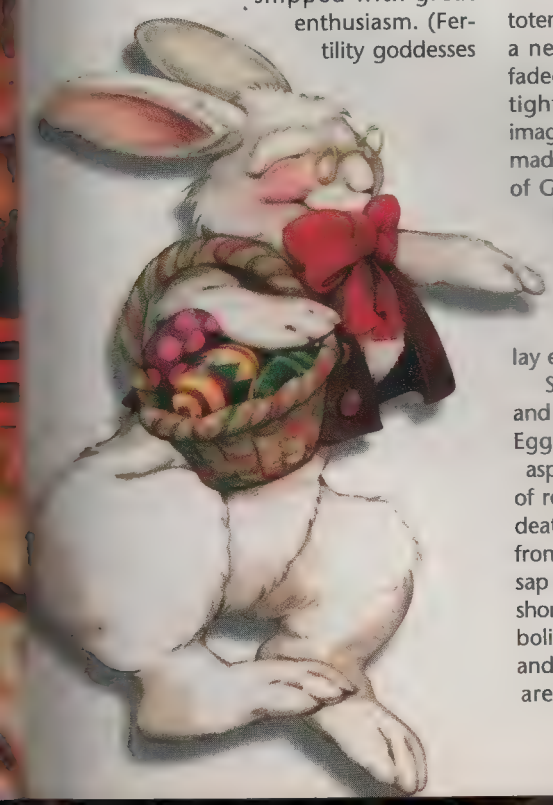
EASTER BUNNY

BY RACHEL BARTH

In spring, a young man's fancy turns to thoughts of love. And of chocolate, no doubt. But not just the kind that you give your honey in a heart-shaped box. I'm talking about the kind that's shaped like eggs and bunnies—Easter candy. Yes, it's nearly Eastertime again; that beautiful holiday associated with bonnets, pastels, a reborn god and a bunny that lays eggs everywhere.

But how did the silly idea of an egg-laying rabbit come to be a universally recognizable part of Easter? Is the Easter Bunny something dreamed up on Madison Avenue to sell candy? Far from it. The roots of this powerful, positive symbol lie far back in history.

Once upon a time in central Europe, there lived many Saxon and Teutonic tribesfolk who practised a nice pagan religion. The goddess of spring and fertility, Eastre, was worshipped with great enthusiasm. (Fertility goddesses are always pretty popular, aren't they?) Into the lives of these happy heathens came some missionaries and, in short order, the tribesfolk became Christians. But every spring, they still got the hankering for an exciting fertility-oriented sort of festival.



Luckily, a Christian holiday just happens to fall at that time of year and, as long as we were thinking about fertility in the first place, isn't spring the right time to be thinking about rebirth, anyhow? I bet you can see the end of this—before you could say "lickety-split," good Christians everywhere were celebrating "Eastre." (And anyone out there who doubts this ought to check out the origins of holidays like Halloween or Valentine's Day.)

So where does the rabbit come in? Like many ancient deities, Eastre had an animal aspect. She was worshipped in the form of a hare. The Teutons kept hold of this fertility totem while they moved forward into a new religion. Even as its origins faded into history, the fertility bunny tightened its hold on the Western imagination. By the 1700s, the bunny made its way to America in the hearts of German immigrants. The Easter Bunny has been here on our shores since the Revolutionary War! However, that still leaves us with a small difficulty. Everybody knows that bunnies don't lay eggs. Or do they?

See, the Easter Bunny *does* lay eggs, and it's natural that it should do so. Eggs are associated with the other aspect of spring and Easter—the idea of rebirth after a period of apparent death. Spring is about breaking forth from the cruel white grip of winter as sap rises in the bare, brown trees. In short, resurrection. Eggs perfectly symbolize both winter and spring, death and rebirth. When they appear, they are like a still, white tomb. (Think "snow.") Yet wait a while and a living chick will emerge. (Think "blooming spring.") See?

Because of this symbolism, the exchanging of real eggs in spring has been a custom since at least the times of the goddess Eastre. The aspects of fertility and rebirth dovetail so perfectly between the bunny and the eggs and are so central to any decent spring festival that the Easter Bunny *has* to cluck! It was either that or switch over to an Easter Chicken and, frankly, the old goddess would not have stood for that. When the aforementioned missionaries arrived on the scene, they could see that this idea of eggs relating to rebirth was tailor-made to fit in nicely with the story of their springtime holiday. So the exchanging of eggs went on and entered its niche in a new religion.

Now I can hear the voice of some young reader calling out to me. "But where does the Easter Bunny *come* from?" That part is pure magic. Every year, after Easter is all over, before he goes away to the great rabbit warren in the sky, the Easter Bunny goes to a secret place and lays one last, perfect egg. That egg is protected in secrecy throughout the entire year. It will hatch on the first day of spring of the next year. What will emerge from it? A fluffy white bunny.

THE LORE

NAME: Easter Bunny

ORIGIN: The Teutons of central Europe

DESCRIPTION: Fluffy, egg-laying bunny

HOME BASE: Here, there and everywhere

FAVORITE BOOK: *Watership Down*

Illustration © 1994 Christopher Santoro

The X-Files™ Mystery Character Contest

THE X FILES
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THE PSYCHOTIC ATTACK
Agent Dana Scully
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UNITED STATES BUREAU OF IN
Biographical Information:
Agent Fox Mulder
AGENT
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Biographical Information:
One of the FBI's most accomplishe
detectives, Agent Fox Mulder use
his background in psychology to
trace down and profile a variety
of serial killers. His real interest
is paranormal phenomena, an obsess
that earned him the nickname "Spoo
CONTEND THAT, PERHAPS THROUGH
GENETIC MUTATION, EUGENE TOOMS HA
ABILITY OF CONTORTING AND ELONGATING
BODY IN ORDER TO GAIN ACCESS TO
S VICTIMS." -MULDER, AT TOOMS'
PSYCHIATRIC REVIEW

Think you're up to the challenge of being an FBI agent assigned to *X-Files*™ cases? Now's your chance to find out! Hidden throughout this issue of *InQuest* are four *X-Files*™ logos with clues attached to them, all of which will point you in the direction of one *X-Files*™ mystery character. Find the clues (They could be anywhere! Maybe in the price guide? Maybe in USPC Games' ad?) and figure out what character we're talking about and you could win stuff found in our...

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c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118

Deadline is **April 30, 1997!**

The Legal Files

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Twentieth Century FOX Film Corporation, 1013 Productions, Ninvember Lazar Schor, USPC Games and their immediate families or Minnesota Vikings wide receiver Cris Carter, who we're always getting confused with X-Files™ guest Chris Carter. Put an "X" in your name, you pseudo-fictional geek. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5 inch index card and attach your mystery character. Enter as many times as you like. Mail each entry separately to: X-Files Mystery Character Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed entries are accepted but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitutes prizes will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by April 30, 1997. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on May 15, 1997.

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X-Files™ Mystery CONTEST

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Mystery "X-Files™" character _____

[on deck]

Reviewing the latest releases in collectible card games

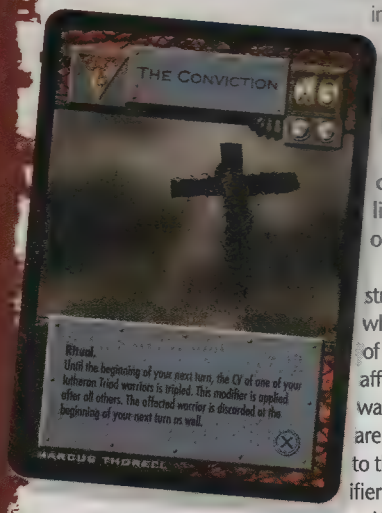
Dark Eden

SERENNEL
Adjacent establishments gain +2 to CV. Serennel may never build an embassy, but may build other establishments at half initial cost (rounded down).

Several hundred years in the future, the brightest sparks of human society left the post-apocalyptic wasteland of Earth to venture into the galaxy. The dregs left behind fought and scrapped to rebuild their civilization. They've succeeded so far, but with several factions vying for control over the Earth—now called Dark Eden—there's a long way to go.

Dark Eden is the latest brainchild from Bryan Winter, creator of many collectible card games, including such gems as *Kult* and *Doomtrooper*. While *Dark Eden* fits into the same setting as *Doomtrooper*, make no mistake about it—this is a different game.

In *Dark Eden*, you take the role of a commander attempting to develop your turf while simultaneously bringing down your opponents'. You do this by playing establishment cards adjacent to one of the edges of your commander card (which you choose before the game begins and starts in play) or your other establishments. Establishments provide you with various resources—food, gold, raw materials and fuel—and some require certain resources. During your action phase, you can also play warrior cards, which include infantry, cavalry and vehicles. All warrior cards require resources, although some also provide them.


THE CONVICTION
Ritual.
Until the beginning of your next turn, the CV of one of your Lotheran Triad warriors is tripled. This modifier is applied after all others. The affected warrior is discarded at the beginning of your next turn as well.
MARCUS THORELL

After your action phase, you must balance the resources your cards in play provide with the ones they require. Any cards you can't pay for must be discarded. When all that's taken care of, you can send warriors after your opponent's establishments or warriors, or leave some behind to defend your own territory.

Combat is straightforward, with each side comparing total values and the losers being discarded. If the target of your attack is an establishment and you win, you get to raze the establishment and collect the victory points listed on the card. The first player to 50 points wins.

There's not enough room to go into all the strategy of *Dark Eden* in this article, but trust me when I say there's plenty. There are three types of "battle tactics"—land, sea and air—and these affect how you can attack and defend certain warriors and establishments. Intrigue cards (there are over 150 in the set) add interesting elements to the game, including equipment, combat modifiers and tactics such as subterfuge.

You have to plan carefully to execute a successful raid on your opponent, and launching an all-out attack usually leaves you open for an opposing counter-strike. Since warriors can attack the turn they come into play, you always have to be wary of the unexpected, especially since each player always fill his hand up to seven cards at the beginning of his turn.

Dark Eden is a smooth, well-executed game with a good variety of cards, and it shares many of the traits that made *Kult* and *Doomtrooper* such fantastic games. Right now I've only been able to play the game with mock-up cards, but I'm eagerly awaiting *Dark Eden*'s release.

–Jeff Hannes

[the box]

dark eden*

Publisher: Heartbreaker Hobbies
Designer: Bryan Winter
Genre: Techno-fantasy
Set Size: 303 cards
Release: March 1997
Packaging: 60-card starter decks; 15-card booster packs
Suggested Retail: $8.99 per starter deck; $2.99 per booster pack
Contact: DoomTroop@aol.com
*Review based off of play-test cards

[the good]

- Very simple timing rules. There's no cutting anybody else off—once you do something it's done, unless your opponent has a card that *specifically* counters your effect. The cards also clearly state when they can be played and when their effects take place. Hallelujah!
- There are a few special cards (all rare) that are used in team-games only. Neat idea!

[the bad]

- From what I've seen so far, commanders who allow you to play Cavalry or Vehicles right off the bat (usually you need a special establishment in play to use these cards) are far superior to those that don't. If you want to play a reliable deck supporting either of these types of cards, you'd almost be foolish *not* to use these commanders, leaving you with few options for overall deck design.

[the ugly]

- The win-game method of playing all four Key-Code Skulls is neat and all, but given that you have to raze an establishment to play each one, is it really that likely that you'll get all four Skulls in play before reaching 50 victory points? Probably not . . . in which case, why bother?

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[ratings] THE BEST · TOP NOTCH · GOOD · OKAY · WEAK · POOR

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[on deck]

Battlemage

Magic: The Gathering Battlemage is Acclaim's effort to take advantage of the *Magic* phenomenon. Unfortunately, this version of the game gives a new meaning to the term *Magic*-al Hack.

The basic premise of the game follows that of the card game as you take the role of a Planeswalker, a powerful wizard trying to defeat one or more other wizards by conquering Corondor, a continent on *Magic*'s world of Dominaria. While players do get some control over how to build their decks, each player must assume the role of one of the six pre-established wizards. The wizard you choose affects some of the graphics, and has some bearing on how you play the campaign game.

Although the spellcasting mechanics are preserved as much as possible, there are significant differences. You'll always have seven cards (or rather, spells) in your hand---a nice bonus—but you can only play the "top" one, forcing you to cycle through your cards in hand to cast it. Similarly, spellcasting is slowed down, and mana recovers after a short time interval as well.

It doesn't take much dueling to realize that *Magic* just isn't intended to be a real-time activity. Combats turn into a summoning fest, as each wizard calls forth creatures and sends them against one another on beautiful and varied battlefields. The detail on the battlefields is great, but the only thing to care about is the path between the two wizards—if there are obstacles, your creatures easily get confused and wander around aimlessly.

There are other spells, like Counterspell and Circles of Protection, but trying to cycle through your deck to get the Counterspell in the few seconds you have before its too late, or clicking on the Circle of Protection and selecting the type of mana you want to use to activate the circle in the brief amount of time you get before damage "resolves", is just too much trouble. There is depth to the game if you can handle it, but the learning curve is *too* high.

The campaign mode adds no joy to the game. Each turn you get the chance to "invade" a neighboring region. If it is neutral, you get a random encounter; depending on how you do in the encounter, you may or may not get control of the region. Sometimes you get the region automatically. Sometimes you do well in the encounter (such as clicking on the right dialogue response to satisfy a ghost), but *don't* get the region!

Battlemage was designed to be a game that even someone unfamiliar with *Magic* could play. Acclaim somewhat succeeded—you don't have play *Magic* to find this a frustrating and misshapen effort of a game. Doubtless some gamers will pick it up in the belief that this is the long, long awaited "*Magic* Computer Game" but, for the rest of us, it is best just to hope that the Microprose attempt at converting *Magic* to a computer game will be worth the wait.

—Rick Moscatello

[the box]

magic: the gathering battlemage

Publisher: Acclaim
Genre: Real-time strategy computer game
Format: CD-ROM
System Requirements: Pentium (75MHz, 16 MB RAM, 90 MB free hard drive space) running Windows 95.
Release: January 1997
Retail: $49.95

Magic: The Gathering Battlemage™ Wizards of the Coast, Inc. © and ® 1996 Acclaim Entertainment, Inc.

[on deck]

Visions

Didn't get enough of flanking and phasing in *Mirage*? Well, it didn't take long for Wizards of the Coast to bring *Magic* fans the follow-up set to its latest stand-alone venture. A few weeks after debuting in pre-release tournaments across the nation, *Visions* hit game stores everywhere.

As one might expect, this 167-card set has a little bit of everything we've come to expect in a new expansion. There are powerful tourney-quality cards like Relentless Assault, Vampiric Tutor and Desertion, as well as a host of new theme-oriented cards. (Chimera deck, anyone?)

There's a nice assortment of spells and creatures, including some attractive heavy hitters (Aku Djinn, Firestorm Hellkite, Viashivan Dragon) and some high-powered weenies (Nekrataal, River Boa, Suq'Ata Lancer). In fact, in terms of diversity, the creature assortment in *Visions* is among the best of all *Magic* expansions.

It's nice to see more charms, and quasi-reprints like Prosperity (aka Braingeyser) and Elven Cache (Regrowth) have been well-received by newer players. We're almost willing to forgive the designers for Sisay's Ring, a virtually unusable replacement for the beloved Sol Ring. Almost.

Minor gripes aside, there are a few significant aspects to *Visions* that pull it down. While there are many interesting cards, the set just doesn't add that much that wasn't already in *Mirage*. One can only use so many different 2/2 flanking creatures.

And while the 15-card packs may seem like a boon, you still only get one rare per pack, and few fans have ever clamored for *more* commons. A price tag of $2.95 on a set that's half the size of the basic set is too steep.

Overall, *Visions* is a solid set with many interesting cards and a good number of power-cards (ready for errata on Sands of Time and Chronatog?). While the set doesn't take any giant leaps forward for the game as a whole, it still proves that *Magic* can, and will, continue to run strong with each new release.

—Jeff Hannes

[the box]

Visions

Game: *Magic: The Gathering*
Publisher: Wizards of the Coast
Genre: Fantasy
Release: February 1997
Set Size: 167 cards
Packaging: 15-card booster packs
Suggested Retail: $2.95 per booster pack

Magic: the Gathering is a registered trademark of Wizards of the Coast

[on deck]

Borg Sphere

Five Rings Publishing kicked off its new *Star Trek: The Next Generation* dice game with the *Enterprise-E* set, promising more to come. Sure enough, they've delivered, starting with the *Borg Sphere* set. The Borg bring to the game not only new catch phrases ("Resistance is futile."), but nifty new dice and systems unique to them to make the game even more interesting than before.

The main new dice are the assimilation dice. If the Sphere is the target of a successful attack (and if the assimilation dice are active) the Borg can roll them as a reaction in order to attempt to "assimilate" the technology of its attacker. If successful, the Borg get to steal one or more dice from its attacker, effectively neutralizing them. The target of the assimilation can, however, muster their forces to try and get those dice back by using their damage control dice to retrieve a number of dice equal to their damage control result.

What does this mean to gameplay? It means the *Enterprise* can't sit back on its laurels just waiting to blast away through the Borg's defenses until it gets a warp core breach. It also means new strategies that make the game even better than before.

The Borg also get redundancy dice; Borg can swap charged, active or on-line dice for those off-line, damaged or even destroyed. Nice if the *Enterprise* happens to destroy your assimilation dice; just swap 'em for something you don't need right away, then assimilate away!

Finally, we have the tactical Borg Queen. Some of her powers are the same as Picard's but she still has a few nifty tricks up her sleeve. One of her facets lets you roll one assimilation die again, then you get to choose which result you prefer. Another lets you repair one point of your warp core integrity. She adds a few nice, logical elements to the game.

If you enjoy playing the game with the *Enterprise*, I'd suggest picking up a *Borg Sphere* as well. Not only will your games be even more fun, they'll be more strategic as well.

—Steve Zamborsky

[the box]

Borg Sphere

Game: *Star Trek: The Next Generation Collectible Dice Game*
Publisher: Five Rings Publishing Group
Designer: Dan Verssen
Genre: Science Fiction
Release: January 1997
Set Size: Fixed starter set of 25 dice
Packaging: 25-die starter set, full-color helm, shield and icon chart, rulebook.
Suggested retail: $14.95

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[on deck]

Star Trek: The Next Generation CCG Introductory Two Player Game

Since its inception a little over two years ago, the *Star Trek: The Next Generation Customizable Card Game* gave millions of people a fun way to spend a few hours. Whether choosing well-loved Federation crew members to solve missions or Klingon characters to show ferocity in battle, it proved to be an endless wealth of strategy in a well-known future universe.

That is, if you could figure out how it was played.

A steep learning curve turned many people away from the game. Now, Decipher has attempted to remedy the problem with the *ST: TNG CCG Introductory Two Player Game*, and they've done an excellent job. People who heard that "the game's just too confusing to figure out" can pick this set up with the confidence that in 10 or 15 minutes, you'll be flying down the spaceline in a Galaxy Class starship before you know it.

You've got two preconstructed decks in the set; one Federation, one Klingon (sorry, Romulan lovers). You've also got a large, full-color quick start rulebook that gets you headed in the right direction. The decks are straightforward, real easy to play and contain a lot of the same cards; useful universal cards like Palor Toff-Alien Trader and Yellow Alert. Once you begin your journey and start understanding the mechanics of the game, you can switch over to the full rulebook (also provided). Then when you're brave enough, Decipher includes two booster packs (regular and *Alternate Universe*) to crack open and start customizing your decks with.

Collectors shouldn't turn their backs on these sets, however. You've got unique cards only found in these sets; if you pick up a Federation set you can snag black bordered Admiral Picard, Commander Troi and Commander Data. Buy the Klingon set and you can have black bordered Mogh, Ja'rod and Gi'ral. In both you can get Data Laughing and Admiral McCoy, too. The exclusive cards alone actually make these sets worth buying.

If you ever wanted to try out *ST: TNG CCG* but didn't know where to begin, this is a great way to start learning the endless possibilities of the universe.

—Steve Zamborsky

[the box]

star trek: tng introductory two player game

Game: *Star Trek: The Next Generation Collectible Card Game*
Publisher: Decipher, Inc.
Designers: Tom Braunlich, Rollie Tesh
Genre: Science Fiction
Release: January 1997
Packaging: Two 60-card preconstructed decks, quick start rulebook and full rulebook, one Unlimited set booster pack, one *Alternate Universe* booster pack, five exclusive cards per set.
Suggested Retail: $19.95

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Gray Matter Times

Volume I | Washington, D.C. | April 26th & 27th

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GRAND PRIX

16 Invitation Qualifier

8 Master & 8 Junior

You've been playing Magic for a while. Buying cards. Beating your friends. Playing in local tournaments. But you've always wanted your chance to "win big." Now here's your chance.

Super Qualifier

WIZARDS OF THE COAST® and Gray Matter Conventions present the 1st US stop on the Grand Prix circuit. The Grand Prix Pro Tour qualifier event will be held the weekend of April 26-27 in Washington, D.C. at the Sheraton Premiere at Tysons Corner.

Main Event

The Qualifier tournament is open to all Magic players. The format of the event is sealed deck with all players receiving 1 *Mirage*™ starter and 2 *Visions*™ booster packs to play with. The event will be run swiss-style so all players can play every round. Cash prizes, totalling $10,000 will be awarded to the top 32 Master division players, with the top 8 receiving invites into the Magic Pro Tour - New York. PT-NY, with $180,000 in cash prizes, will be held on May 21-June 1.

FREE door prizes

Everyone who attends will automatically be entered into our FREE raffle with over $600 in prizes including a **Mint Black Lotus.**

Meet artists

Several of your favorite **Magic** artists will be on hand to sign Magic cards and showcase their artwork for upcoming Magic sets.

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NET GAMES

Come play against your friends on a 24-hour multi-user network

Warcraft II • Quake

Duke Nuk'em

Juniors Event to be separate

The Junior division of the Grand Prix will be run separately from the Masters. Only players 18 years of age and under can play in this event. The top 8 Junior players will win total cash prizes of $2,500 and entry into the Pro Tour - New York.

What else is going on?

Over the course of the weekend, many other sanctioned events are planned. Tournaments of every sanctionable format will be run.

In addition, other **Magic** tournaments will also be run. These include, but are not limited to Two-headed Giant Teams, Emperor Teams, Five person sealed deck teams, Grand Melee and much more.

Events will also be held for other Deckmaster games produced by WIZARDS OF THE COAST over the course of the weekend. These include demos and tournaments for Vampire, NetRunner, Robo Rally, BattleTech and The Great Dalmuti.

Many other events will also be happening. Play the newest computer games with your friends on our 24-hour Multi-user Network Computer System. Several Magic artists will be on hand to do signings. Judge certification will be available to those who would like to get involved. Also, don't miss our Charity Auction for the Juvenile Diabetes Foundation.

Other Events

Sanctioned Type 2
Sanctioned Type 1
Sanctioned Type 1.5
Sanctioned Draft
Grand Melee
Two-Headed Giant
Artist Signings
Other Deckmaster Games

Sheraton Premiere

at Tysons Corner

8661 Leesburg Pike, Vienna, VA 22182

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GRAND PRIX-16 invite Super Qualifier

Call for more info: (800) 852-2442

Card Stock

Tracking trends in the card game market

VISIONS BECOMES A REALITY

by Jeff Hannes and Jon Warren

Star Wars continues strong with expansion sets like *Hoth* and *Dagobah* on the way.

With a $7–$10 price tag, the new Tutor is one of the hottest *Visions* cards.

Only four months after Wizards of the Coast released the stand-alone set *Mirage*, they were ready for another expansion. *Visions* hit stores in early February and reactions have been mixed. Some fans are excited by the new release. They're eager to see how the new cards fit in with their *Mirage* cards. The *Ice Age/Alliances* format (where players use only cards from those sets to construct their decks) was very popular, and it seems that *Mirage/Visions* tournaments will be equally well-received.

However, many other players feel that *Visions* came out too soon after *Mirage* and that the market is saturated. Many players are also disgruntled about the $2.95 price tag. According to some *Magic* fans, all this does is make it harder to complete a set. Still, these concerns haven't hurt sales much. Overall, dealers are having little trouble selling *Visions*—both by the box and by the pack.

There also seems to be a pretty good market for some of the more high-profile *Visions* singles. Although none have commanded quite the demand of the high-end *Alliances* rares (Balduvian Horde, Helm of Obedience), powerful cards like Desertion, Relentless Assault and Vampiric Tutor have caught the attention of many players who are eager to add these spells to their decks.

Magic Coast to Coast

So sales of *Visions* are brisk, but how's the rest of the *Magic* market doing? Depends on who you ask, and where. Retailers on the East Coast and in the Midwest tell us that things are getting kind of soft, that overall sales are going down, interest in tournaments is decreasing and individual card sales are in the tank. Talk to dealers in the Southwest and on the West Coast, and there's a different story. Sales are hot, individual card sales are booming, new players are coming into the games and tournaments are everywhere. There are exceptions, of course, and don't expect things to stay this way very long. *Magic* is still strong and according to some, growing stronger every day.

Scott Newton, of Brandywine Collectibles in West Chester, Penn., is one retailer who feels the diversity of *Magic* has only made it stronger. "A variety of cards, a variety of different decks, for a variety of players," says Scott. "The game is reaching out to new types of players as well as to new groups. It's no longer just a game for 16-year-olds or 12-year-olds, there's grown men getting into the game, there's female players—the game is more accessible to everyone and I think the market is only going up."

Sci-Fi Franchises Cruising at Light Speed

Two major events have taken place in the last two months to solidify Decipher's spot at number two on the CCG hierarchy. First, the re-release of "Star Wars" has caused a renewed surge of interest in the *Star Wars Customizable Card Game*. In fact, *Star Wars* is one of the few CCGs besides *Magic* that has retained a consistent singles market.

The second major happening was Decipher's announcement that they had acquired the rights to "Star Trek: Voyager," "Star Trek: Deep Space Nine," "Star Trek: First Contact" and all future "Star Trek" movie releases through 1999. Fans of the *Star Trek Customizable Card Game* are excited to know that in the future there still will be sets of all their favorite "Star Trek" properties. The *Star Trek Introductory Two Player Game*, released by Decipher in February, has also helped spark more interest in what is one of the oldest CCGs on the market.

Top 5 Hottest CCGs

1. *Magic: The Gathering* (WotC)
Visions isn't selling quite as well as *Alliances* did, but as a new *Magic* release, it has insured that the king-of-the-hill stays atop its perch. Expect *Magic* to continue running strong with the release of Fifth Edition later this month.

2. *Star Wars* (Decipher)
With the re-release of the "Star Wars" Trilogy in the movie theaters and the impending release of the *Dagobah* expansion, there has been a surge of interest in *Star Wars* CCG.

3. *BattleTech* (WotC)
BattleTech has remained one of the hottest new games out there. More new players are trying the game every day and anticipation of *Crescendo of the Gods*, the game's first expansion, has kept veterans excited.

4. *X-Files* (U.S. Playing Card)
With several singles rather than prize cards like the hard-to-find of Scully and Mulder, the *X-Files* CCG has found a steady singles market even in this day and age of CCGs.

5. *Legend of the Five Rings* (Five Rings Publishing)
A steady flow of expansions, including the upcoming *Crimson and Jade*, has helped maintain interest in this underrated, but very popular game.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked…
One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels is important. Without further ado, here are the grades:

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (NR-MT): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 percent of the low price to 90 percent of the high price listed in this guide.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 percent of the low price to 70 percent of the high price listed in this guide.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 percent of the low price to 40 percent of the high price listed in this guide.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an okay card—that is, not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntzville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA, Cards & Comics, Inc in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hatboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA, Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AK; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MaA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; The Dugout in Corpus Christi TX; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown RI; Fiction Comics in Porterville, CA; Front Row in Severne Park, MD; Gallop's Comics & Games in Statesboro, GA; Game-Aloft in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, N; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pine Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keavy, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yong & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

GUIDELINES

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

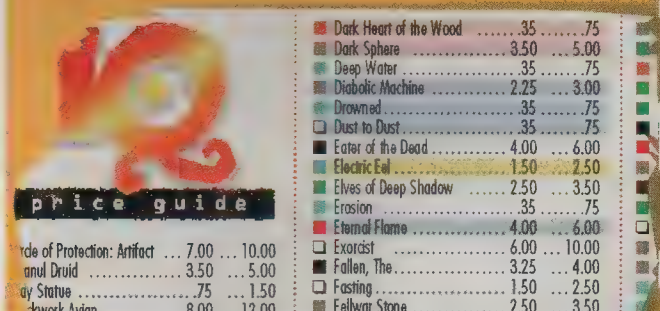
About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices for Near Mint cards. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," including local competition, current saturation of the market, and just plain old supply and demand. (Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it.) A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest Magic* Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

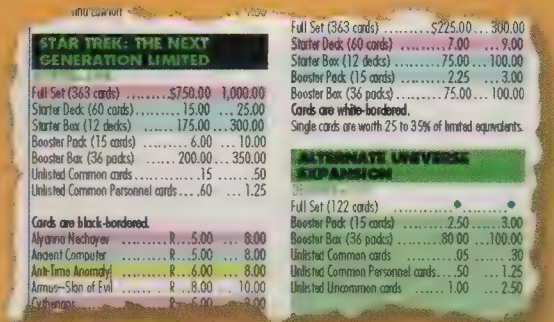
Color boxes to the left of the card name mark the card's color or group.


price guide
Dark Heart of the Wood .35 .75
Dark Sphere 3.50 5.00
Deep Water .35 .75
Diabolic Machine 2.25 3.00
Drowned .35 .75
Dust to Dust .35 .75
Eater of the Dead 4.00 6.00
Electric Eel 1.50 2.50
Elves of Deep Shadow 2.50 3.50
Erosion .35 .75
Eternal Flame 4.00 6.00
Exorcist 6.00 10.00
Fallen, The 3.25 4.00
Fasting 1.50 2.50
Fellwar Stone 2.50 3.50
Festival .35 .75
Fire and Brimstone 2.25 3.00

How to use the *InQuest* CCG Price Guide

In this example, **Star Trek: The Next Generation Limited** is the name of the game, **Decipher** is the name of the manufacturer, and **Alternate Universe** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A yellow bar indicates that a set has been heavily traded with no price change. A • indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.


STAR TREK: THE NEXT GENERATION LIMITED
Full Set (363 cards) $750.00 1,000.00
Starter Deck (60 cards) 15.00 25.00
Starter Box (12 decks) 175.00 300.00
Booster Pack (15 cards) 6.00 10.00
Booster Box (36 packs) 200.00 350.00
Unlisted Common cards .15 .50
Unlisted Common Personnel cards .60 1.25
Cards are black-bordered.
Alyanna Nechoyev R 5.00 8.00
Ancient Computer R 5.00 8.00
Anti-Time Anomaly R 6.00 8.00
Armus—Skin of Evil R 8.00 10.00
Full Set (363 cards) $225.00 300.00
Starter Deck (60 cards) 7.00 9.00
Starter Box (12 decks) 75.00 100.00
Booster Pack (15 cards) 2.25 3.00
Booster Box (36 packs) 75.00 100.00
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.
ALTERNATE UNIVERSE EXPANSION
Full Set (122 cards) • •
Booster Pack (15 cards) 2.50 3.00
Booster Box (36 packs) 80.00 100.00
Unlisted Common cards .05 .30
Unlisted Common Personnel cards .50 1.25
Unlisted Uncommon cards 1.00 2.50

InQuest price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	$2,800.00...3,600.00
Starter Deck (60 cards)	225.00...275.00
Starter Box (10 decks)	1,900.00...2,600.00
Booster Pack (15 cards)	125.00...150.00
Booster Box (36 packs)	3,500.00...4,800.00

Unlisted cards are 80 percent of Beta value.
Alpha errors are worth 125 percent of Beta value.

Ironclad Artillery	$8.00	10.00
Orcish Oriflamme	15.00	25.00

BETA LIMITED

WIZARDS OF THE COAST- 1993

Beta cards have rounded corners and are black bordered.

Full Set (302 cards)	$3,000.00...3,600.00
Starter Deck (60 cards)	200.00...275.00
Starter Box (10 decks)	1,800.00...2,600.00
Booster Pack (15 cards)	100.00...150.00
Booster Box (36 packs)	3,500.00...4,400.00
Unlisted Commons	.50...1.00

Name	Low	High
Air Elemental	3.00	4.00
Ancestral Recall	125.00	165.00
Animate Artifact	1.50	3.00
Animate Dead	1.50	3.00
Animate Wall	3.00	5.00
Ankh of Mishra	8.00	12.00
Armageddon	18.00	30.00
Aspect of Wolf	10.00	12.00
Bad Moon	18.00	30.00
Badlands	30.00	50.00
Balance	30.00	40.00
Basalt Monolith	2.00	4.00
Bayou	30.00	50.00
Berserk	30.00	50.00
Birds of Paradise	30.00	40.00
Black Knight	3.00	5.00
Black Lotus	325.00	385.00
Black Vise	8.00	12.00
Black Ward	1.00	1.75
Blaze of Glory	30.00	40.00
Blessing	8.00	12.00
Blue Elemental Blast	1.00	2.00
Blue Ward	1.00	2.00
Bog Wraith	1.50	3.00
Braingeyser	15.00	25.00
Burrowing	1.50	3.00
Camouflage	10.00	15.00
Castle	1.50	3.00
Celestial Prism	1.50	3.00
Channel	1.50	3.00
Chaos Orb	55.00	60.00
Chaoslace	3.00	5.00
Circle of Protection: Red	1.00	1.50
Clockwork Beast	7.00	10.00
Clone	10.00	18.00
Concordance	9.00	15.00
Consecrate Land	15.00	20.00
Conservator	1.00	2.00
Contract from Below	7.00	10.00
Control Magic	7.00	10.00
Conversion	1.50	3.00
Copper Tablet	8.00	12.00
Copy Artifact	12.00	20.00
Counterspell	10.00	15.00
Crusade	15.00	25.00
Crumble	1.00	2.00
Crystal Rod	1.00	2.00
Cursed Land	1.00	2.00
Cyclopean Tomb	50.00	70.00
Dark Ritual	3.00	5.00
Darkness	7.00	10.00
Deathgrip	1.00	2.00
Deathlace	4.00	6.00
Demonic Attorney	7.00	10.00
Demonic Hordes	15.00	25.00
Demonic Tutor	20.00	35.00
Demonic Bag	8.00	12.00
Disenchant	3.00	4.00
Disintegrate	3.00	4.00
Disrupting Scepter	15.00	25.00
Dragon Whelp	3.00	5.00
Drain Power	8.00	12.00
Dwarven Demolition Team	7.00	10.00
Earth Elemental	2.00	3.00
Earthbind	1.00	3.00
Earthquake	8.00	12.00
Elvish Archers	8.00	12.00
Evil Presence	1.00	2.00
False Orders	4.00	6.00
Farmstead	6.00	9.00
Fastbond	12.00	20.00

When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost.
Add ◆ to your mana pool.
◆, ◆: Put a Soldier token into play. Treat this token as a 1/1 white creature.

TOP 10 HOTTEST CARDS

10) Kjeldoran Outpost

As the *Alliances* cards slowly vanish from the Top 10, let's take another look at the Kjeldoran Outpost. Mana production? Check. Creature production? Check. Two guys standing on a bridge? Check. Okay. Let's move along.

Feedback	1.50	3.00
Fire Elemental	2.00	3.50
Fireball	4.00	6.00
Flashfires	1.00	2.00
Force of Nature	18.00	25.00
Forcefield	90.00	130.00
Fork	25.00	35.00
Fungusaur	8.00	12.00
Gaea's Liege	10.00	18.00
Gauntlet of Might	90.00	125.00
Glasses of Urza	1.50	3.00
Gloom	1.50	3.00
Goblin Balloon Brigade	1.50	3.00
Goblin King	12.00	20.00
Granite Gargoyle	12.00	20.00
Green Ward	1.00	2.00
Guardian Angel	1.00	2.00
Helm of Chatzuk	5.00	8.00
Hive, The	8.00	12.00
Howling Mine	15.00	25.00
Hurricane	2.00	5.00
Hypnotic Specter	15.00	25.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	50.00
Illusionary Mask	30.00	50.00
Instill Energy	1.50	3.00
Invisibility	5.00	8.00
Iron Star	1.00	2.00
Island Sanctuary	6.00	9.00
Ivory Cup	.50	2.00
Jade Monolith	3.00	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	20.00	35.00
Juggernaut	8.00	12.00
Karma	1.50	3.00
Keldon Warlord	3.00	5.00
Kormus Bell	6.00	10.00
Kudzu	7.00	10.00
Lance	2.00	3.00
Ley Druid	1.50	3.00
Library of Leng	1.50	4.00
Lich	40.00	60.00
Lifeforce	1.00	1.75
Lifelace	3.00	5.00
Lifetap	1.00	2.00
Lightning Bolt	7.00	10.00
Living Artifact	6.00	9.00
Living Lands	6.00	9.00
Living Wall	3.00	5.00
Llanowar Elves	.75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	20.00
Lure	1.50	3.00
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	20.00
Manabarbs	7.00	10.00
Mana Flare	10.00	15.00
Mana Short	8.00	12.00
Mana Vault	8.00	12.00
Meekstone	10.00	15.00
Mind Twist	10.00	15.00
Mox Emerald	150.00	200.00
Mox Jet	150.00	200.00
Mox Pearl	150.00	200.00
Mox Ruby	150.00	200.00
Mox Sapphire	150.00	200.00

Trample
During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls.
"Your arrogance amazes me, Kuroth. Did you not know the price you would pay?"
—Mangara

TOP 10 HOTTEST CARDS

9) Aku Djinn

In the tradition of big black creatures with disadvantages comes the mighty Aku (gesundheit). He's a 5/6 trampler that, slowly but surely, makes your opponent's creatures get bigger. Of course, that's only if your opponent has creatures...

Natural Selection	25.00	35.00
Nether Shadow	8.00	12.00
Nettling Imp	4.00	7.00
Nevinyrral's Disk	30.00	50.00
Nightmare	18.00	30.00
Northern Paladin	12.00	20.00
Obsianus Golem	1.00	3.00
Orcish Artillery	2.00	3.00
Orcish Oriflamme	2.00	4.00
Paralyze	.75	1.50
Personal Incarnation	10.00	15.00
Phantasmal Forces	1.50	3.00
Phantom Monster	1.50	3.00
Pirate Ship	5.00	10.00
Plateau	30.00	50.00
Power Surge	8.00	12.00
Prodigal Sorcerer	1.00	1.50
Psionic Blast	18.00	30.00
Purelace	3.00	5.00
Raging River	30.00	45.00
Red Elemental Blast	1.00	2.00
Red Ward	1.00	2.50
Regrowth	10.00	15.00
Resurrection	3.00	5.00
Reverse Damage	12.00	20.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	18.00
Rock Hydra	12.00	20.00
Rod of Ruin	1.50	3.00
Royal Assassin	20.00	35.00
Sacrifice	2.00	4.00
Savannah	30.00	50.00
Savannah Lions	10.00	18.00
Scavenging Ghoul	1.50	3.00
Scrubland	30.00	50.00
Sedge Troll	12.00	20.00
Sengir Vampire	10.00	15.00
Serra Angel	18.00	30.00
Shatter	.75	1.25
Shivan Dragon	35.00	50.00
Simulacrum	2.00	4.00
Sinkhole	10.00	15.00
Siren's Call	2.00	3.50
Sleight of Mind	8.00	15.00
Smoke	5.00	8.00
Sol Ring	12.00	20.00
Soul Net	1.00	1.75
Stasis	8.00	15.00
Steal Artifact	1.50	3.00
Stone Giant	1.50	3.00
Stone Rain	.75	1.50
Sunglasses of Urza	7.00	10.00
Swords to Plowshares	12.00	20.00
Taiga	30.00	50.00
Terror	.75	1.50
Thicket Basilisk	3.00	5.00
Thoughtlace	4.00	6.00
Throne of Bone	1.00	2.00
Timber Wolves	6.00	10.00
Time Vault	60.00	85.00
Time Walk	160.00	225.00
Timetwister	100.00	150.00
Tropical Island	30.00	50.00
Tsunami	1.50	3.00
Tundra	20.00	40.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	40.00	55.00
Underground Sea	30.00	50.00
Uthden Troll	1.50	3.00
Verduran Enchantress	6.00	8.00
Vesuvan Doppelganger	30.00	50.00
Veteran Bodyguard	12.00	20.00
Volcanic Eruption	4.00	7.00
Volcanic Island	30.00	50.00
Wall of Air	1.00	3.00
Wall of Bone	1.00	2.00
Wall of Brambles	1.00	2.00
Wall of Fire	1.00	2.00
Wall of Ice	1.00	2.00
Wall of Stone	1.00	2.00
Wall of Swords	1.00	3.00
Wall of Water	1.00	2.00
Wanderlust	1.00	2.00
Warp Artifact	6.00	9.00
Water Elemental	1.50	3.00
Web	6.00	9.00
Wheel of Fortune	20.00	30.00
White Knight	4.00	6.00
White Ward	1.00	2.00
Will-O'-The-Wisp	18.00	30.00
Winter Orb	10.00	18.00
Wooden Sphere	1.00	2.00
Word of Command	45.00	65.00
Wrath of God	20.00	30.00
Zombie Master	8.00	12.00

UNLIMITED EDITION

WIZARDS OF THE COAST- 1994

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards)	$1,900.00...2,500.00
Starter Deck (60 cards)	160.00...225.00
Starter Box (10 decks)	1,500.00...2,000.00
Booster Pack (15 cards)	80.00...110.00
Booster Box (36 packs)	2,800.00...3,800.00
Unlisted Commons	.25...50

Name	Low	High
Air Elemental	1.00	2.50
Ancestral Recall	120.00	150.00
Animate Artifact	1.00	1.50
Animate Dead	1.00	1.50
Animate Wall	2.50	4.00
Ankh of Mishra	4.00	6.00
Armageddon	6.00	8.00
Aspect of Wolf	3.00	4.00
Bad Moon	5.00	8.00
Badlands	12.00	20.00
Balance	4.00	8.00
Basalt Monolith	1.50	3.00
Bayou	12.00	20.00
Berserk	25.00	40.00
Birds of Paradise	5.00	9.00
Black Knight	2.00	3.00
Black Lotus	225.00	310.00
Black Vise	1.50	4.00
Black Ward	1.00	1.50
Blaze of Glory	30.00	40.00
Blessing	4.00	6.00
Blue Ward	1.00	1.50
Bog Wraith	1.00	2.50
Braingeyser	8.00	12.00
Burrowing	1.00	1.50
Camouflage	5.00	8.00
Castle	1.00	3.00
Celestial Prism	1.00	1.50
Channel	.30	1.00
Chaos Orb	40.00	50.00
Chaoslace	2.50	4.00
Clockwork Beast	4.00	6.00

Key: ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND
■ COMMON ● UNCOMMON ★ RARE

price guide

Clone	5.00	8.00
Cockatrice	4.00	6.00
Consecrate Land	10.00	15.00
Conservator	1.00	1.50
Contract from Below	4.00	8.00
Control Magic	2.00	3.00
Conversion	1.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	8.00	12.00
Counterspell	2.00	4.00
Crusade	5.00	8.00
Crystal Rod	1.00	1.50
Cursed Land	1.00	1.50
Cyclopean Tomb	40.00	60.00
Darkpact	4.00	6.00
Deathgrip	1.00	1.50
Deathlace	2.50	4.00
Demonic Attorney	4.00	8.00
Demonic Hordes	10.00	15.00
Demonic Tutor	10.00	15.00
Dingus Egg	4.00	7.00
Disrupting Scepter	5.00	8.00
Dragon Whelp	2.00	3.00
Drain Power	4.00	5.00
Dwarven Demolition Team	6.00	12.00
Earth Elemental	1.50	3.00
Earthbind	.40	1.50
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.00	1.50
False Orders	3.00	5.00
Farmstead	4.00	6.00
Fastbond	5.00	8.00
Feedback	1.00	1.50
Fire Elemental	1.00	3.00
Flashfires	1.00	1.50
Force of Nature	10.00	15.00
Forcefield	80.00	100.00
Fork	15.00	26.00
Fungusaur	5.00	8.00
Gaea's Liege	6.00	10.00
Gauntlet of Might	75.00	100.00
Glasses of Urza	1.00	1.50
Gloom	1.00	1.50
Goblin Balloon Brigade	1.00	1.50
Goblin King	6.00	9.00
Granite Gargoyle	8.00	12.00
Green Ward	.50	1.50
Guardian Angel	1.00	1.50
Helm of Chatzuk	3.50	5.00
Hive, The	4.00	7.00
Howling Mine	6.00	9.00
Hurricane	1.00	1.50
Hypnotic Specter	2.50	3.50
Ice Storm	15.00	26.00
Icy Manipulator	20.00	40.00
Illusionary Mask	25.00	40.00
Instill Energy	1.00	1.50
Invisibility	5.00	9.00
Iron Star	1.00	1.50
Island Sanctuary	2.00	4.00
Ivory Cup	1.00	1.50
Jade Monolith	2.50	4.00
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	7.00
Juggernaut	4.00	7.00
Karma	1.00	1.50
Keldon Warlord	2.00	3.00
Kormus Bell	3.00	4.00
Kudzu	4.00	10.00
Lance	1.00	2.00
Ley Druid	1.00	1.50
Library of Leng	1.00	3.00
Lich	30.00	50.00
Lifeforce	1.00	1.50
Lifelace	2.50	4.00
Lifetap	1.00	1.50
Living Artifact	4.00	7.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Lord of Atlantis	5.00	7.00
Lord of the Pit	7.00	10.00
Lure	1.00	1.50
Magical Hack	5.00	7.00
Mahamoti Djinn	6.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	6.00
Mana Vault	3.50	5.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Mind Twist	4.00	8.00
Mox Emerald	130.00	160.00
Mox Jet	130.00	160.00
Mox Pearl	130.00	160.00
Mox Ruby	130.00	160.00
Mox Sapphire	130.00	160.00
Natural Selection	20.00	30.00
Nether Shadow	4.00	6.00
Nettling Imp	3.00	5.00
Nevinyrral's Disk	8.00	12.00
Nightmare	10.00	15.00
Northern Paladin	5.00	7.00
Obsianus Golem	1.00	1.50
Orcish Artillery	1.00	2.50
Orcish Oriflamme	1.50	3.50
Personal Incarnation	4.00	8.00
Phantasmal Forces	1.00	1.50
Phantom Monster	1.00	2.50
Pirate Ship	4.00	6.00
Plateau	15.00	25.00
Power Surge	5.00	8.00
Psionic Blast	18.00	25.00
Pureforce	2.50	4.00
Raging River	25.00	40.00
Red Ward	1.00	1.50
Regrowth	5.00	8.00
Resurrection	2.00	3.50
Reverse Damage	6.00	10.00
Righteousness	4.00	8.00
Roc of Kher Ridges	6.00	10.00
Rock Hydra	10.00	15.00
Rod of Ruin	1.00	1.50
Royal Assassin	10.00	18.00
Sacrifice	1.50	3.00
Savannah	12.00	20.00
Savannah Lions	4.00	6.00
Scavenging Ghoul	1.00	2.50
Scrubland	12.00	20.00
Sedge Troll	6.00	9.00
Sengir Vampire	4.00	6.00
Serra Angel	5.00	8.00
Shivan Dragon	15.00	28.00
Simulacrum	1.00	1.50
Sinkhole	10.00	15.00
Siren's Call	1.00	2.50
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	6.00	10.00
Soul Net	1.00	1.50
Stasis	4.00	8.00
Steal Artifact	1.00	2.50
Stone Giant	1.00	1.50
Sunglasses of Urza	4.00	6.00
Swords to Plowshares	1.25	3.00
Taiga	12.00	20.00
Thicket Basilisk	2.00	3.00
Thoughtlace	2.50	4.00
Throne of Bone	1.00	1.50
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	120.00	150.00
Timetwister	70.00	100.00
Tropical Island	12.00	20.00
Tsunami	1.00	1.50
Tundra	12.00	20.00
Tunnel	1.00	2.00
Two-Headed Giant of Foriys	30.00	50.00
Underground Sea	12.00	20.00
Uthden Troll	1.00	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	15.00	20.00
Veteran Bodyguard	8.00	15.00
Volcanic Eruption	5.00	8.00
Volcanic Island	12.00	20.00
Wall of Air	1.00	1.50
Wall of Bone	1.00	1.50
Wall of Brambles	1.00	1.50
Wall of Fire	1.00	1.50
Wall of Ice	1.00	1.50
Wall of Stone	1.00	1.50
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.50
Wanderlust	1.00	1.50
Warp Artifact	3.00	5.00
Water Elemental	1.00	3.00
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.00	3.50
White Ward	1.00	1.50
Will-O'-The-Wisp	6.00	8.00
Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.50
Word of Command	35.00	50.00
Wrath of God	7.00	10.00
Zombie Master	4.00	9.00

REVISED EDITION

WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards) ..... $300.00 ... 500.00
Starter Deck (60 cards) ..... 20.00 ... 30.00
Starter Box (10 decks) ..... 150.00 ... 225.00
Booster Pack (15 cards) ..... 5.00 ..... 7.00
Booster Box (36 packs) ..... 150.00 ... 225.00
All unlisted cards are worth the same as Unlimited.

Name	Low	High
Aladdin's Lamp	2.50	5.00
Aladdin's Ring	3.50	5.00
Armageddon Clock	2.50	4.00
Badlands	10.00	15.00
Bayou	10.00	15.00
Battle of Suleiman	3.00	4.00
Brass Man	.75	1.50
Contract From Below	3.00	4.00
Crumble	.75	1.50
Dancing Scimitar	3.00	4.00
Demonic Attorney	3.00	4.00
Demonic Tutor	4.00	6.00
Desert Twister	1.50	2.50
Dragon Engine	1.25	3.00

TOP 10 HOTTEST CARDS

8) Howling Mine

"And the question is...how does a five-year-old spend his first day at kindergarten?" No. The correct question is, "What classic *Magic* artifact, due to the popularity of the Prison and Bazaar of Wonders decks, has made an incredible resurgence in sales?"

Dwarven Weaponsmith	1.00	2.50
Ebony Horse	2.50	4.00
El-Hajjaj	3.00	5.00
Energy Flux	1.00	2.00
Eye for an Eye	3.00	5.00
Flying Carpet	3.50	5.00
Hurkyl's Recall	2.50	4.00
Island Fish Jasconius	3.00	4.00
Jandor's Ring	4.00	6.00
Jandor's Saddlebags	2.50	4.00
Kird Ape	.50	2.00
Magnetic Mountain	2.50	4.00
Mijae Djinn	4.00	7.00
Millstone	5.00	8.00
Mishra's War Machine	2.50	4.00
Onulet	1.25	4.00
Ornithopter	.75	1.50
Plateau	12.00	18.00
Primal Clay	2.50	4.00
Rack, The	1.25	2.00
Rocket Launcher	3.00	5.00
Savannah	10.00	15.00
Scrubland	10.00	15.00
Serendib Efreet	6.00	10.00
Shatterstorm	2.50	4.00
Sol Ring	4.00	6.00
Sorceress Queen	5.00	8.00
Taiga	10.00	15.00
Titania's Song	2.50	4.00
Tropical Island	10.00	15.00
Tundra	10.00	15.00
Underground Sea	10.00	15.00
Volcanic Island	10.00	15.00

FOURTH EDITION

WIZARDS OF THE COAST-1995

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) ..... $250.00 ... 350.00
Starter Deck (60 cards) ..... 8.00 ..... 12.00
Starter Box (10 decks) ..... 75.00 ... 100.00
Booster Pack (15 cards) ..... 2.50 ..... 3.50
Booster Box (36 packs) ..... 85.00 ... 110.00
Unlisted Commons ..... .10 ..... .25
Unlisted Uncommons ..... .50 ..... 1.50

Name	Low	High
Air Elemental	1.00	1.50
Aladdin's Lamp	2.00	4.00
Aladdin's Ring	3.00	5.00
Angry Mob	.75	2.00
Animate Wall	1.50	2.50
Ankh of Mishra	2.50	4.00
Armageddon	5.00	8.00
Armageddon Clock	2.00	4.00
Aspect of Wolf	2.00	4.00
Bad Moon	4.00	8.00
Balance	3.50	7.00
Ball Lightning	7.00	10.00
Birds of Paradise	4.00	8.00
Black Mana Battery	3.00	5.00
Blessing	2.50	5.00
Blue Mana Battery	3.00	5.00
Bottle of Suleiman	2.50	4.00
Bronze Tablet	2.50	4.00
Carrion Ants	2.00	4.00
Chaoslace	1.50	2.50
Circle of Protection: Artifact	.75	2.00
Clockwork Avian	3.00	5.00
Clockwork Beast	2.50	4.00
Cockatrice	4.00	6.00
Colossus of Sardia	5.00	7.00
Control Magic	.75	2.00
Coral Helm	2.00	4.00
Cosmic Horror	3.00	5.00
Counterspell	.75	2.00
Crimson Manticore	2.50	4.00
Crusade	4.00	7.00
Dancing Scimitar	2.50	4.00
Deathlace	1.50	2.50
Dingus Egg	2.50	4.00
Disrupting Scepter	3.00	5.00
Divine Transformation	1.50	2.50
Dragon Engine	1.00	2.00
Drain Power	2.50	5.00
Earthquake	3.00	5.00
Ebony Horse	2.00	4.00
El-Hajjaj	2.00	4.00
Elder Land Wurm	3.50	5.00
Elvish Archers	2.50	4.00
Eye for an Eye	2.00	4.00
Fellwar Stone	2.00	3.00
Flying Carpet	2.50	4.00
Force of Nature	6.00	10.00
Fungusaur	3.00	5.00
Gaea's Liege	4.00	8.00
Goblin King	4.00	6.00
Greed	2.50	4.00
Green Mana Battery	3.00	5.00
Helm of Chatzuk	2.00	4.00
Hive, The	3.00	5.00
Howling Mine	5.00	9.00
Hurkyl's Recall	2.00	4.00
Hurr Jackal	2.00	4.00
Hypnotic Specter	1.00	2.00
Inferno	3.50	5.00
Island Fish Jasconius	2.50	4.00
Island Sanctuary	2.50	4.00
Ivory Tower	3.00	6.00
Jade Monolith	1.25	3.00
Jandor's Saddlebags	2.00	4.00
Jayemdae Tome	3.00	5.00
Killer Bees	2.00	4.00
Kismet	2.00	4.00
Kormus Bell	1.50	3.00
Land Tax	4.00	7.00
Leviathan	5.00	8.00
Lifelace	1.50	2.50
Living Artifact	2.50	4.00
Living Lands	2.50	4.00
Lord of Atlantis	4.00	6.00
Lord of the Pit	6.00	10.00
Magical Hack	3.50	6.00
Magnetic Mountain	2.00	4.00
Mahamoti Djinn	5.00	9.00
Mana Clash	1.50	4.00
Mana Flare	4.00	7.00
Mana Short	3.00	5.00
Mana Vault	3.00	5.00
Manabarbs	2.50	4.00

Key

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

	Low	High
Meekstone	3.00	4.00
Millstone	4.00	7.00
Mind Twist	3.00	5.00
Mishra's Factory	2.00	4.00
Mishra's War Machine	2.00	4.00
Nether Shadow	3.00	4.00
Nevinyrral's Disk	4.00	8.00
Nightmare	7.00	12.00
Northern Paladin	4.00	6.00
Onulet	1.00	3.00
Personal Incarnation	4.00	6.00
Pirate Ship	2.50	4.00
Power Surge	2.50	4.00
Primal Clay	2.00	4.00
Psionic Entity	2.50	5.00
Purelace	1.50	2.50
Radjan Spirit	.75	2.00
Rag Man	2.50	4.00
Rebirth	2.50	4.00
Red Mana Battery	3.00	5.00
Reverse Damage	4.00	7.00
Righteousness	3.00	5.00
Royal Assassin	10.00	18.00
Savannah Lions	3.00	5.00
Sengir Vampire	3.00	4.00
Serra Angel	4.00	6.00
Shivan Dragon	10.00	18.00
Sleight of Mind	3.00	5.00
Smoke	2.50	4.00
Sorceress Queen	4.00	8.00
Spirit Link	1.50	3.00
Stasis	4.00	8.00
Strip Mine	4.00	6.00
Sunglasses of Urza	2.50	3.50
Swords to Plowshares	.75	3.00
Sylvan Library	4.00	6.00
Tempest Efreet	1.50	3.00
Tetravus	4.00	6.00
Thoughtlace	1.50	2.50
Timber Wolves	2.00	4.00
Time Elemental	6.00	10.00
Titania's Song	2.00	4.00
Triskelion	3.00	5.00
Urza's Avenger	4.00	6.00
Verduran Enchantress	2.50	4.00
Volcanic Eruption	2.50	4.00
Wrap Artifact	2.00	4.00
Web	2.50	4.00
White Mana Battery	3.00	5.00
Will-O'-The-Wisp	4.00	7.00
Winds of Change	3.00	5.00
Winter Orb	3.00	5.00
Wrath of God	4.00	7.00
Xenic Poltergeist	1.25	3.00
Zombie Master	3.00	5.00

ARABIAN NIGHTS

WIZARDS OF THE COAST- 1994

Full Set (78 cards)	$750.00 ... 900.00
Booster Pack (8 cards)	60.00 ... 75.00
Booster Box (60 packs)	3,400.00...4,200.00
Unlisted Commons	.25 ... .75

Name	Low	High
Abu Ja'far	4.00	8.00
Aladdin	10.00	15.00
Aladdin's Lamp	3.50	8.00
Aladdin's Ring	5.00	8.00
Ali Baba	5.00	8.00
Ali from Cairo	65.00	85.00
Army of Allah	4.00	7.00
Bazaar of Baghdad	10.00	18.00
Bottle of Suleiman	4.00	7.00
Brass Man	1.00	2.00
Camel	1.00	1.50
City in a Bottle	12.00	20.00
City of Brass	12.00	20.00
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Desert	3.00	5.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	50.00	65.00
Drop of Honey	25.00	50.00
Ebony Horse	3.00	5.00
El-Hajjaj	4.00	7.00
Elephant Graveyard	20.00	35.00
Erhnam Djinn	18.00	30.00
Eye for an Eye	4.00	8.00
Flying Carpet	4.00	7.00
Flying Men	3.00	7.00
Guardian Beast	40.00	60.00
Hurr Jackal	1.00	2.00
Ifh-biff Efreet	20.00	30.00
Island Fish Jasconius	4.00	7.00
Island of Wak-Wak	25.00	40.00
Jandor's Ring	4.00	7.00
Jandor's Saddlebags	4.00	7.00
Jeweled Bird	3.00	5.00
Jihad	30.00	45.00
Junun Efreet	7.00	10.00
Juzam Djinn	125.00	140.00
Khabal Ghoul	25.00	40.00
King Suleiman	15.00	20.00
Kird Ape	3.00	4.00
Library of Alexandria	70.00	100.00
Magnetic Mountain	3.00	6.00
Merchant Ship	7.00	10.00
Metamorphosis	.50	1.00
Mijae Djinn	5.00	8.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	12.00
Oasis	2.00	4.00
Old Man of the Sea	25.00	50.00
Oubliette	3.00	6.00
Pyramids	15.00	25.00
Repentant Blacksmith	3.00	6.00
Ring of Ma'ruf	25.00	45.00
Rukh Egg	8.00	12.00
Sandals of Abdallah	6.00	9.00
Serendib Djinn	15.00	25.00
Serendib Efreet	15.00	25.00
Shahrazad	12.00	20.00
Sindbad	3.00	5.00

TOP 10 HOTTEST CARDS

7) Grinning Totem

Whoa! From number one all the way to number seven? The release of the *Visions* expansion has filled card sores with lots of shiny new toys for *Magic* players to try out. Of course, with the Grinning Totem, you can try them out too, along with anything else in your opponent's deck that you can steal.

Singing Tree	20.00	30.00
Sorceress Queen	7.00	10.00
Stone-Throwing Devils	4.00	6.00
Wyluli Wolf	4.00	6.00
Yawen Efreet	8.00	12.00

ANTIQUITIES

WIZARDS OF THE COAST- 1994

Full Set (100 cards)	$300.00 ... 400.00
Booster Pack (8 cards)	14.00 ... 20.00
Booster Box (60 packs)	800.00 ... 1,000.00
Unlisted Commons	.25 ... 1.00

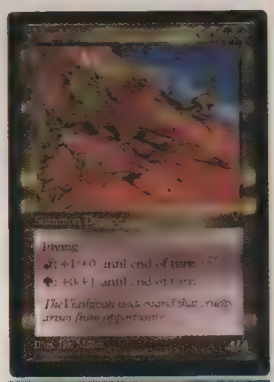
Name	Low	High
Argivian Archaeologist	30.00	40.00
Argivian Blacksmith	.40	1.00
Argothian Treefolk	1.00	2.00
Armageddon Clock	2.00	4.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.50	4.00
Ashnod's Battle Gear	1.50	3.00
Ashnod's Transmogrant	1.50	4.00
Atog	1.00	2.00
Bronze Tablet	4.00	6.00
Candelabra of Tawnos	35.00	50.00
Circle of Protection: Artifact	5.00	7.00
Citanul Druid	2.00	4.00
Clockwork Avian	7.00	10.00
Colossus of Sardia	10.00	15.00
Coral Helm	3.00	5.00
Cursed Rack	3.00	5.00
Damping Field	2.00	4.00
Detonate	2.00	3.00
Dralnu's Restoration	1.00	2.00
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	4.00	7.00
Gaea's Avenger	10.00	18.00
Gate to Phyrexia	2.50	4.00
Goblin Artisans	1.00	2.00
Golgothian Sylex	7.00	10.00
Haunting Wind	2.00	4.00
Hurkyl's Recall	4.00	7.00
Ivory Tower	5.00	8.00
Jalum Tome	3.00	5.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.00	4.00
Millstone	5.00	8.00
Mishra's Factory (Spring/Fall)	5.00	8.00
Mishra's Fac 'Summer, Winter'	8.00	12.00
Mishra's War Machine	3.50	5.00
Mishra's Workshop	25.00	40.00
Obelisk of Undoing	6.00	10.00
Onulet	1.50	3.00
Power Generators	.40	1.00
Powermaster	.40	1.00
Phyrexian Gremlins	.50	2.00
Power Artifact	3.00	5.00
Powerleech	2.50	4.00
Priest of Yawgmoth	.75	1.50
Primal Clay	2.00	4.00
Rack, The	1.00	3.00
Rakalite	1.50	4.00
Reconstruction	1.00	2.00
Reverse Polarity	1.00	2.00
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	5.00	8.00
Shatterstorm	4.00	7.00
Staff of Zegon	.40	1.00
Strip Mine	6.00	10.00
Strip Mine (sky picture)	5.00	8.00
Su-Chi	3.00	5.00
Tablet of Epityr	.40	1.00
Tawnos's Coffin	18.00	30.00
Tawnos's Wand	1.50	4.00
Tawnos's Weaponry	1.50	4.00
Tetravus	8.00	10.00
Titania's Song	4.00	6.00
Transmute Artifact	3.00	5.00
Triskelion	7.00	10.00
Urza's Avenger	8.00	12.00
Urza's Chalice	.40	1.00
Urza's Miter	7.00	10.00
Wall of Spears	.30	.75
Weakstone	2.50	4.00
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00

LEGENDS

WIZARDS OF THE COAST- 1994

Full Set (310 cards)	$900.00...1,400.00
Booster Pack (15 cards)	25.00 ... 30.00
Booster Box (36 packs)	850.00...1,000.00
Unlisted Commons	.10 ... .25

Name	Low	High
Abomination	2.00	4.00
Abyss, The	40.00	65.00
Acid Rain	12.00	20.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Arothi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	40.00
Al-Abara's Carpet	10.00	15.00
Alchor's Tomb	10.00	15.00
Angelic Voices	8.00	12.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arboria	4.00	6.00
Arcades Sabboth	8.00	12.00
Arena of the Ancients	4.00	6.00
Avoid Fate	.40	1.00
Axelrod Gunnarson	7.00	10.00
Ayesha Tanaka	5.00	8.00
Azure Drake	2.00	4.00
Backdraft	3.00	5.00
Backfire	2.00	3.50
Barbary Apes	.75	1.50
Barktooth Warbeard	3.00	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	2.00	4.00
Black Mana Battery	2.50	5.00
Blazing Effigy	.40	1.00
Blight	2.50	4.00
Blood Lust	2.00	4.00
Blue Mana Battery	2.50	5.00
Boris Devilboon	8.00	12.00
Brine Hag	2.00	4.00
Bronze Horse	4.00	7.00
Carrion Ants	8.00	12.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	7.00	10.00
Chain Lighting	2.50	4.00
Chains of Mephistopheles	15.00	25.00
Chromium	8.00	12.00
Cleanse	12.00	20.00
Clergy of the Holy Nimbus	.25	1.00
Cocoon	2.00	4.00
Concordant Crossroads	7.00	12.00
Cosmic Horror	6.00	8.00
Craw Giant	4.00	7.00
Crevasse	2.00	4.00
Crimson Kobolds	.40	1.00
Crimson Manticore	6.00	8.00
Crookshank Kobolds	.40	1.00
Dakkon Blackblade	8.00	12.00
D'Avenant Archer	1.00	2.00
Darkness	.40	1.50
Deadfall	2.00	4.00
Demonic Torment	2.50	5.00
Devouring Deep	.40	1.00
Disharmony	8.00	10.00
Divine Intervention	8.00	12.00
Divine Offering	.40	1.00
Divine Transformation	7.00	10.00



TOP 10 HOTTEST CARDS

6) Viashivan Dragon

Again, the dragon quotient stays at one. This month's hot dracoform? The Viashivan, a 4/4 flyer that pumps on both offense and defense. Like the Spirit of the Night, he can be summoned with some assembly required—the Kyscu and Spitting Drakes can be used to build him.

Dream Coat	2.50	4.00
Dwarven Song	2.50	4.00
Elder Land Wurm	7.00	10.00
Elder Spawn	5.00	9.00
Elven Riders	4.00	7.00
Enchanted Being	.40	1.00
Enchantment Alteration	.40	1.50
Equinox	1.50	3.00
Eternal Warrior	1.50	3.50
Eureka	25.00	35.00
Evil Eye of Orms-By-Gore	4.00	6.00
Fallen Angel	4.00	7.00
Falling Star	7.00	10.00
Feint	1.00	2.00
Field of Dreams	10.00	15.00
Fire Sprites	.40	1.00
Firestorm Phoenix	15.00	25.00
Flash Counter	.75	2.00
Floral Spuzzem	3.00	5.00
Force Spike	.40	1.00
Foresthogen Ancient	10.00	15.00
Formless Nothingness	.75	3.00
Frozen Solid	3.00	5.00
Gaseous Form	8.00	10.00
Guardian of Ghosts	6.00	10.00
Gloom of the Damned	.40	1.00
Grim Tome	.40	1.00
Guardian of Dreams	.40	1.00
Guardian of Serenity	.40	1.00
Guardian of Destruction	.40	1.00
Guardian of Life	.25	1.00
Guardian of Reincarnation	.40	1.00
Gosta Dirk	9.00	12.00
Gravity Sphere	15.00	20.00
Great Defender	2.00	3.50
Great Wall	2.00	3.50

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Greater Realm of Preservation	7.00	10.00
Greed	5.00	8.00
Green Mana Battery	2.50	5.00
Gwendlyn Di Corci	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	7.00
Hazezon Tamar	12.00	20.00
Headless Horseman	.15	1.00
Heaven's Gate	3.50	5.00
Hell Swarm	.40	1.00
Hell's Caretaker	8.00	12.00
Hellfire	15.00	25.00
Holy Day	1.00	2.00
Horn of Deafening	5.00	8.00
Hornet Cobra	.40	1.00
Horror of Horrors	3.00	6.00
Hunding Gjornersen	2.00	4.00
Hyperion Blacksmith	2.00	4.00
Ichneumon Druid	2.00	4.00
Imprison	9.00	12.00
In the Eye of Chaos	9.00	12.00
Indestructible Aura	.40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	8.00	12.00
Invoke Prejudice	8.00	15.00
Ivory Guardians	2.00	4.00
Jacques le Vert	8.00	12.00
Jasmine Boreal	3.00	5.00
Jedit Ojanen	3.00	5.00
Jerrard of the Closed Fist	3.00	5.00
Johan	8.00	10.00
Jovial Evil	8.00	12.00
Juxtapose	5.00	10.00
Karakas	3.50	7.00
Kasimir the Lone Wolf	2.00	4.00
Kei Takahashi	6.00	9.00
Killer Bees	9.00	12.00
Kismet	4.00	8.00
Knowledge Vault	8.00	12.00
Kobold Drill Sergeant	5.00	10.00
Kobold Overlord	9.00	12.00
Kobold Taskmaster	5.00	10.00
Kobolds of Kher Keep	.40	1.00
Kry Shield	2.00	4.00
Lady Caleria	9.00	12.00
Lady Evangela	8.00	12.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	2.50	4.00
Land Equilibrium	15.00	20.00
Land Tax	9.00	12.00
Land's Edge	6.00	10.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	9.00	12.00
Lifeblood	10.00	15.00
Living Plane	15.00	25.00
Livonya Silone	9.00	12.00
Lord Magnus	4.00	6.00
Lost Soul	.15	.75
Mana Drain	35.00	45.00
Mana Matrix	9.00	12.00
Marble Priest	2.00	4.00
Marhault Elsdragon	1.50	4.00
Master of the Hunt	18.00	25.00
Mirror Universe	60.00	75.00
Moat	35.00	55.00
Mold Demon	8.00	12.00
Moss Monster	.40	1.00
Mountain Stronghold	2.00	3.00
Mountain Yeti	.25	1.00
Nebuchadnezzar	8.00	12.00
Nether Void	35.00	45.00
Nicol Bolas	8.00	12.00
North Star	10.00	15.00
Nova Pentacle	10.00	15.00
Osai Vultures	.15	1.00
Palladia-Mors	8.00	12.00
Part Water	2.00	4.00
Pavel Maliki	2.00	5.00
Pendelhaven	3.50	6.00
Petra Sphinx	5.00	8.00
Pixie Queen	9.00	12.00
Planar Gate	10.00	15.00
Pradesh Gypsies	1.50	3.00
Presence of the Master	3.50	6.00
Primordial Ooze	2.00	4.00
Princess Lucrezia	3.00	5.00
Psionic Entity	4.00	8.00
Psychic Purge	1.00	3.00
Puppet Master	2.00	3.50
Pyrotechnics	.40	1.50
Quagmire	2.00	4.00
Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	7.00
Radjan Spirit	2.50	5.00
Raging Bull	.40	1.00
Ragnar	8.00	12.00
Ramirez DePietro	2.00	5.00
Ramses Overdark	10.00	15.00
Rapid Fire	8.00	12.00
Rasputin Dreamweaver	9.00	12.00
Rebirth	4.00	6.00
Recall	8.00	12.00
Red Mana Battery	2.50	5.00

Top 10 Hottest Cards

5) Maro

The Maro whose power and toughness is equal to the number of cards in your hands plays really well with all the new *Visions* card-drawers and unsummoners especially critters like the Ovinomancer and Buff Elephant. And don't forget about mass-drawing spells like Prosperity. Whoopee!

Reincarnation	2.00	4.00
Relic Barrier	4.00	6.00
Relic Bind	2.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	.10	.50
Reset	4.00	7.00
Revelation	5.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	3.00	5.00
Ring of Immortals	10.00	15.00
Riven Turnbull	3.00	5.00
Rohgahh of Kher Keep	10.00	15.00
Rubinia Soulsinger	9.00	12.00
Rust	.40	1.00
Sea King's Blessing	3.00	5.00
Seafarer's Quay	1.50	3.00
Seeker	1.00	2.00
Segovian Leviathan	1.50	3.00
Sentinel	5.00	9.00
Serpent Generator	5.00	8.00
Shelkin Brownie	.40	1.00
Shield Wall	1.50	3.00
Shimian Night Stalker	1.50	3.00
Silhouette	2.00	3.00
Sir Shandlar of Eberyn	2.00	3.00
Sivitri Scarzam	2.00	3.00
Sol'kanar Swamp King	8.00	12.00
Spectral Cloak	7.00	12.00
Spinal Villain	12.00	20.00
Spirit Link	7.00	10.00
Spirit Shackle	.40	1.50
Spiritual Sanctuary	8.00	12.00
Stangg	6.00	9.00
Storm Seeker	5.00	8.00
Storm World	8.00	12.00
Subdue	.75	1.50
Sunastian Falconer	2.00	3.00
Sword of the Ages	20.00	30.00
Syphon Soul	.75	1.50
Sylvan Library	7.00	10.00
Sylvan Paradise	2.00	4.00
Tabernacle of Pendrell Vale	18.00	25.00
Takklemaggot	2.00	4.00
Telekinesis	8.00	12.00
Teleport	4.00	8.00
Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	20.00
Thunder Spirit	18.00	30.00
Time Elemental	10.00	15.00
Tobias Andrion	2.00	3.00
Tolaria	3.50	5.00
Tor Wauki	2.00	3.00
Torsten Von Ursus	3.00	5.00
Touch of Darkness	3.00	5.00
Triassic Egg	4.00	7.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	.40	1.00
Typhoon	8.00	12.00
Undertow	2.00	3.00
Underworld Dreams	18.00	30.00
Unholy Citadel	2.00	4.00
Untamed Wilds	2.00	3.00
Urborg	3.50	6.00
Urdrago	8.00	12.00
Vaevictis Asmadi	8.00	12.00
Venarian Gold	.40	1.00
Visions	2.00	3.00
Voodoo Doll	6.00	9.00
Walking Dead	.40	1.00
Wall of Caltrops	.40	1.00
Wall of Dust	2.00	3.00
Wall of Earth	.40	1.00
Wall of Light	2.00	4.00
Wall of Opposition	4.00	7.00
Wall of Putrid Flesh	2.00	4.00
Wall of Tombstones	2.00	4.00
Wall of Wonder	2.00	3.00
Whirling Dervish	5.00	8.00
White Mana Battery	2.50	5.00
Willow Satyr	6.00	8.00
Winds of Change	3.00	6.00
Winter Blast	7.00	10.00
Wolverine Pack	.75	1.50
Wood Elemental	7.00	10.00
Wretched, The	8.00	12.00
Xira Arien	9.00	12.00
Zephyr Falcon	.40	1.00

THE DARK

WIZARDS OF THE COAST- 1994

Full Set (119 cards)	$150.00	250.00
Booster Pack (8 cards)	5.00	7.00
Booster Box (60 packs)	275.00	375.00
Unlisted Commons	.10	.25

Name	Low	High
Amnesia	3.00	4.00
Angry Mob	3.00	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.15	.75
Ball Lightning	10.00	15.00
Banshee	1.50	2.50
Bart's Cage	2.50	4.00
Blood of the Martyr	2.00	3.00
Blood Moon	6.00	8.00
Bone Flute	1.00	2.00
Book of Rass	1.50	3.00
Brothers of Fire	1.00	2.00
Cave People	1.00	2.00
City of Shadows	4.00	7.00
Cleansing	4.00	7.00
Coal Golem	1.50	3.00
Curse Artifact	1.50	3.00
Dance of Many	3.00	5.00
Dark Heart of the Wood	.15	.75
Dark Sphere	2.00	4.00
Deep Water	.15	.75
Diabolic Machine	1.50	3.00
Drowned	.15	.75
Dust to Dust	.15	1.00
Eater of the Dead	3.00	5.00
Electric Eel	1.00	2.00
Elves of Deep Shadow	2.50	4.00
Eternal Flame	3.50	5.00
Exorcist	6.00	8.00
Fallen, The	1.50	2.50
Fasting	1.50	2.50
Fellwar Stone	2.50	4.00
Festival	.15	.75
Fire and Brimstone	1.50	3.00
Fire Drake	1.00	2.50
Flood	.75	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	6.00	8.00
Goea's Touch	.50	1.50
Ghost Ship	.15	.75
Giant Shark	.15	.75
Goblin Caves	.15	.75
Goblin Digging Team	.15	.75
Goblin Hero	.15	.75
Goblin Wizard	6.00	8.00
Grave Robbers	4.00	6.00
Hidden Path	4.00	7.00
Holy Light	.15	.75
Inferno	4.00	6.00
Inquisition	.15	.75
Knights of Thorn	6.00	8.00
Leviathan	5.00	8.00
Living Armor	1.50	3.00
Lurker	3.00	5.00
Mana Clash	3.00	5.00
Mana Vortex	4.00	7.00
Marsh Gas	.15	.75
Marsh Goblins	.15	.75
Martyr's Cry	5.00	8.00
Maze of Ith	8.00	15.00
Merfolk Assassin	5.00	8.00
Miracle Worker	.15	.75
Nameless Race	4.00	6.00
Necropolis	1.50	3.00
Niall Silvain	2.50	4.00
Orc General	1.50	3.50
People of the Woods	2.50	4.00
Preacher	10.00	15.00
Psychic Allergy	3.00	6.00
Rag Man	3.00	5.00
Reflecting Mirror	2.00	4.00
Riptide	.15	.75
Runesword	1.50	2.50
Safe Haven	3.00	4.00
Savaen Elves	.15	.75
Scarecrow	2.00	4.00
Scarwood Bandits	4.00	7.00
Scarwood Goblins	.15	.75
Scarwood Hag	1.50	4.00
Season of the Witch	4.00	6.00
Sisters of the Flame	.75	1.50
Skull of Orm	4.00	6.00
Sorrow's Path	2.50	4.00
Spitting Slug	1.00	2.50
Squire	.15	.75
Standing Stones	2.00	4.00
Stone Calendar	6.00	8.00
Tangle Kelp	1.00	2.50
Tivadar's Crusade	1.50	2.50
Tormod's Crypt	1.50	3.00
Tower of Coireall	1.50	3.00
Tracker	6.00	8.00
Uncle Istvan	1.50	2.50
Wand of Ith	3.00	4.00
War Barge	3.00	5.00
Water Wurm	.15	.75
Whippoorwill	2.00	3.00
Witch Hunter	3.00	5.00
Worms of the Earth	4.00	6.00
Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

WIZARDS OF THE COAST- 1994

Full Set (187 cards)	$40.00	60.00
Booster Pack (8 cards)	.60	1.25
Booster Box (60 packs)	30.00	55.00
Unlisted Commons	.10	.25
Unlisted Uncommons	.50	1.00

Name	Low	High
Aeolipile	1.00	2.00
Balm of Restoration	1.00	1.50
Bottomless Vault	2.50	3.00
Breeding Pit	1.50	3.00
Conch Horn	.75	1.00
Delif's Cube	.75	1.00
Derelor	1.00	1.50
Draconian Cylix	1.00	2.00
Dwarven Armorer	1.00	2.00
Dwarven Hold	2.50	3.00
Dwarven Ruins	.75	1.25
Ebon Praetor	3.00	4.00
Ebon Stronghold	.75	1.25
Elvish Farmer	2.50	3.00
Elven Lyre	1.00	1.50
Feral Thallid	.75	1.25
Fungal Bloom	2.50	3.00
Goblin Flotilla	1.00	2.00
Goblin Warrens	2.50	4.00
Hand of Justice	4.00	6.00
Havenwood Battleground	.75	1.25
Hollow Trees	2.50	3.00
Homarid Shaman	1.50	2.00
Hymn to Tourach	.10	.40
Icatian Lieutenant	1.00	2.00
Icatian Skirmishers	2.50	3.00
Icatian Store	2.50	3.00
Icatian Town	2.50	3.00
Implements of Sacrifice	.75	1.25
Orgg	2.50	3.00
Rainbow Vale	2.50	3.00
Ring of Renewal	1.00	2.00

Key

ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ■ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

	River Merfolk	2.00	3.00
	Ruins of Trokair	.75	1.25
	Sand Silos	2.50	3.00
	Seasinger	1.00	1.50
	Soul Exchange	.75	1.25
	Spirit Shield	2.00	3.00
	Svyelunite Temple	.75	1.25
	Thelon's Curse	1.00	2.00
	Thelonite Monk	2.50	3.00
	Thrull Champion	3.00	5.00
	Tourach's Gate	1.00	2.00
	Vodalian Knights	2.00	3.00
	Vodalian War Machine	2.50	3.00
	Zelyon Sword	1.00	2.00

ICE AGE

WIZARDS OF THE COAST- 1995

Full Set (383 cards)	$225.00 ... 350.00
Starter Deck (60 cards)	8.00 ... 12.00
Starter Box (10 decks)	75.00 ... 110.00
Booster Pack (15 cards)	2.25 ... 3.00
Booster Box (36 packs)	70.00 ... 100.00
Unlisted Commons	.10 ... .25
Unlisted Uncommons	.75 ... 1.00

	Name	Low	High
	Abyssal Specter	1.00	2.00
	Adarkar Wastes	4.00	8.00
	Aegis of the Meek	2.00	4.00
	Altar of Bone	2.00	4.00
	Amulet of Quoz	2.00	4.00
	Anarchy	1.50	2.00
	Balduvian Hydra	3.00	6.00
	Blinking Spirit	6.00	8.00
	Blizzard	2.00	4.00
	Brand of Ill Omen	2.00	4.00
	Brushland	4.00	8.00
	Call to Arms	2.00	4.00
	Caribou Range	2.00	4.00
	Celestial Sword	2.00	4.00
	Chaos Lord	3.00	5.00
	Chaos Moon	2.00	4.00
	Chromatic Armor	2.00	4.00
	Crown of the Ages	4.00	6.00
	Curse of Marit Lage	2.00	4.00
	Deflection	10.00	15.00
	Despotic Scepter	2.00	5.00
	Dread Wight	2.00	4.00
	Dwarven Armory	2.00	4.00
	Earthlink	2.00	4.00
	Elder Druid	4.00	6.00
	Elemental Augury	3.00	6.00
	Elkin Bottle	3.00	5.00
	Enduring Renewal	5.00	8.00
	Energy Storm	4.00	7.00
	Fiery Justice	2.00	4.00
	Flooded Woodlands	2.00	4.00
	Flow of Maggots	2.00	4.00
	Forbidden Lore	2.00	4.00
	Formation	2.00	4.00
	Freyalise's Winds	2.00	4.00
	Fyndhorn Pollen	2.00	4.00
	Game of Chaos	2.00	4.00
	General Jarkeld	3.00	5.00
	Ghostly Flame	3.00	6.00
	Glacial Crevasses	2.00	4.00
	Glaciers	2.00	4.00
	Goblin Lyre	2.00	4.00
	Gravebind	1.50	3.50
	Halls of Mist	2.00	4.00
	Hecatomb	5.00	7.00
	Hot Springs	3.00	5.00
	Ice Cauldron	2.00	4.00
	Icequake	1.50	3.00
	Icy Manipulator	5.00	8.00
	Icy Prison	2.00	4.00
	Illusionary Presence	2.00	4.00
	Illusions of Grandeur	3.00	6.00
	Infernal Darkness	2.00	4.00
	Infernal Denizen	2.00	4.00
	Infinite Hourglass	2.00	4.00
	Jester's Cap	15.00	25.00
	Jester's Mask	9.00	15.00
	Jokulhaups	7.00	10.00
	Justice	1.00	2.00
	Karplusan Forest	4.00	8.00
	Karplusan Yeti	3.00	5.00
	Kjeldoran Knight	2.00	4.00
	Kjeldoran Phalanx	2.00	4.00
	Kjeldoran Royal Guard	2.00	4.00
	Knights of Stromgald	.75	2.00
	Krovikan Vampire	.75	2.00
	Land Cap	2.00	4.00
	Lava Tubes	2.00	4.00
	Lavagoyf	7.00	10.00
	Lim-Dûl's Cohort	.15	.40
	Lightning Blow	2.00	4.00
	Last Order of Jarkeld	3.00	5.00
	Magus of the Unseen	4.00	6.00
	Marton Stromgald	6.00	8.00
	Mercenaries	2.00	4.00
	Merieke Ri Berit	4.00	7.00
	Mesmeric Trance	2.00	4.00
	Mind Warp	1.00	2.00
	Mind Whip	2.00	4.00
	Minion of Leshrac	6.00	8.00
	Minion of Tevesh Szat	4.00	6.00
	Monsoon	2.00	4.00
	Mountain Titan	2.00	4.00
	Mudslide	2.00	4.00
	Musician	2.00	4.00
	Mystic Might	2.00	4.00
	Naked Singularity	2.00	4.00
	Necropotence	5.00	10.00
	Oath of Lim-Dûl	2.00	4.00
	Orcish Librarian	3.00	5.00
	Orcish Squatters	5.00	7.00
	Order of the Sacred Torch	4.00	6.00
	Pale Bears	2.00	4.00
	Pentagram of the Ages	4.00	6.00
	Polar Kraken	6.00	8.00
	Pox	3.00	5.00
	Pygmy Allosaurus	2.00	4.00
	Pyroclasm	1.50	2.50
	Reality Twist	2.00	4.00
	Reclamation	2.00	4.00
	Ritual of Subdual	2.00	4.00
	River Delta	2.00	4.00
	Runed Arch	2.00	4.00
	Seraph	6.00	8.00
	Shyft	3.00	5.00
	Sibilant Spirit	3.00	6.00
	Skeleton Ship	4.00	6.00
	Sleight of Mind	1.50	2.50
	Snow Fortress	2.00	4.00

TOP 10 HOTTEST CARDS

4) Vampiric Tutor

One black mana and two life for any card? Set up an interview with this vampire. It's not like black has any trouble stealing life to make up the difference and, if cast in response to your draw phase, the Tutor gets your coveted card in your hand before you can say "Nosferatu."

	Snowblind	2.00	3.00
	Soldevi Golem	3.00	5.00
	Spoils of Evil	2.00	4.00
	Spoils of War	2.00	4.00
	Staff of the Ages	2.00	4.00
	Stampede	3.00	6.00
	Storm Spirit	3.00	5.00
	Stormbind	4.00	8.00
	Stromgald Cabal	3.00	5.00
	Stunted Growth	4.00	6.00
	Sulfurous Springs	4.00	8.00
	Swords to Plowshares	1.00	2.00
	Thermokarst	1.50	2.50
	Timberline Ridge	2.00	4.00
	Time Bomb	4.00	6.00
	Total War	2.00	4.00
	Trailblazer	2.00	4.00
	Underground River	4.00	6.00
	Urza's Bauble	.25	1.00
	Veldt	2.00	4.00
	Vexing Arcanix	4.00	6.00
	Vibrating Sphere	2.00	4.00
	Wintigo	3.00	5.00
	Winter's Chill	2.00	4.00
	Wrath of Marit Lage	3.00	5.00
	Zur's Weirding	4.00	8.00
	Zuran Orb	2.50	3.00

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$70.00 ... 100.00
Booster Pack (12 cards)	1.75 ... 2.50
Booster Box (45 packs)	70.00 ... 100.00
Unlisted Commons	.10 ... .25

	Name	Low	High
	Abu Ja'far	.75	2.00
	Akron Legionnaire	2.00	3.00
	Aladdin	3.00	5.00
	Angelic Voices	4.00	6.00
	Arcades Sabboth	4.00	6.00
	Arena of the Ancients	2.00	3.00
	Axelrod Gunnarson	3.00	4.00
	Aysén Tundra	.75	1.00
	Azure Drake	.75	1.00
	Banshee	.75	1.00
	Bog Imp	2.00	4.00
	Beast of Begetnor	.75	1.00
	Blood of the Martyr	.75	1.00
	Blood Moon	3.00	4.00
	Book of Rass	.75	1.00
	Bronze Horse	3.00	5.00
	Chronozoan	4.00	5.00
	City of Brass	6.00	8.00
	Cocoon	.75	1.00
	Concordant Crossroads	3.00	5.00
	Crow Giant	.50	1.00
	Cyclone	2.00	3.00
	Dakkon Blackblade	5.00	6.00
	Dance of Many	2.00	3.00
	Enchantment Alteration	.75	1.00
	Erhnam Djinn	3.00	5.00
	Fallen, The	.75	1.00
	Fallen Angel	1.00	3.00
	Feldon's Cane	.75	1.00
	Fire Drake	.75	1.00
	Gabriel Angelfire	3.00	4.00
	Gauntlets of Chaos	3.00	4.00
	Goblin Artisans	.75	1.00
	Hell's Caretaker	5.00	7.00
	Horn of Deafening	2.00	3.00
	Ivory Guardians	.75	1.00
	Jalum Tome	2.00	4.00
	Jeweled Bird	2.00	3.00
	Johan	3.00	5.00
	Juxtapose	2.00	4.00
	Kei Takahashi	1.00	2.00
	Land's Edge	4.00	6.00
	Marhault Elsdragon	.75	1.00

TOP 10 HOTTEST CARDS

3) Pillar Tombs of Aku

Otherwise known as The Abyss Lite. Same great creature-killing Enchant World goodness, but now it's got an escape hatch. Don't feel like offing that prized creature? Lose five life and bury the thing. On the plus side, the Tombs can affect artifact creatures, something the original recipe Abyss couldn't do.

	Nebuchadnezzar	4.00	6.00
	Nicol Bolas	4.00	6.00
	Obelisk of Undoing	3.00	5.00
	Palladia-Mors	4.00	6.00
	Petra Sphinx	2.00	4.00
	Primordial Ooze	.75	1.00
	Puppet Master	.75	1.00
	Rabid Wombat	.75	2.00
	Rakalite	2.00	3.00
	Recall	2.00	4.00
	Revelation	2.00	4.00
	Rubinia Soulsinger	3.00	6.00
	Safe Haven	2.00	4.00
	Sentinel	2.00	4.00
	Serpent Generator	4.00	6.00
	Shield Wall	.75	1.00
	Shimian Night Stalker	.75	1.00
	Sivitri Scarzam	.75	1.00
	Sol'kanar the Swamp King	4.00	6.00
	Stangg	3.00	5.00
	Storm Seeker	2.00	3.00
	Takklemaggot	.75	1.00
	Teleport	2.00	4.00
	Tobias Andrion	.75	1.00
	Tormod's Crypt	.75	1.00
	Triassic Egg	2.00	4.00
	Urza's Mine (4 versions)	.75	1.00
	Urza's Power Plant (4 ver.)	.75	1.00
	Urza's Tower (4 versions)	.75	1.00
	Vaevictis Asmadi	4.00	6.00
	Voodoo Doll	2.00	4.00
	Wall of Opposition	.75	1.00
	Wall of Wonder	.75	1.00
	Witch Hunter	.75	2.00
	Wrenched, The	4.00	6.00
	Xira Arien	2.00	4.00
	Yawgmoth Demon	2.00	4.00

HOMELANDS

Full Set (140 cards)	$75.00 ... 120.00
Booster Pack (9 cards)	1.50 ... 2.50
Booster Box (60 packs)	70.00 ... 125.00
Unlisted Commons	.10 ... .25

	Name	Low	High
	Abbey Gargoyles	1.00	2.00
	Amber Prison	.75	2.00
	Ambuscade Centaur	2.00	3.00
	An-Havva Inn	.75	1.50
	An-Havva Township	.75	1.50
	An-Zerrin Ruins	3.00	4.00
	Anaba Ancestor	2.00	3.00
	Anaba Spirit Crafter	2.00	3.00
	Apocalypse Chime	2.00	3.00
	Autumn Willow	7.00	12.00
	Aysen Abbey	.75	1.50
	Aysen Crusader	2.00	3.00
	Aysen Highway	2.00	3.00
	Baki's Curse	2.00	3.00
	Baron Sengir	7.00	10.00
	Beast Walkers	2.00	4.00
	Black Carriage	2.00	4.00
	Broken Visage	2.00	4.00
	Castle Sengir	.75	1.50
	Chain Stasis	2.00	4.00
	Chandler	.75	1.50
	Clockwork Gnomes	.75	1.50
	Clockwork Steed	.75	1.50
	Clockwork Swarm	.75	1.50
	Coral Reef	.75	1.50
	Daughter of Autumn	3.00	5.00
	Death Speakers	.75	1.50
	Didgeridoo	3.00	5.00
	Drudge Spell	.75	1.50
	Dwarven Pony	2.00	3.00
	Dwarven Sea Clan	2.00	3.00
	Ebony Rhino	.75	1.50
	Eron the Relentless	2.00	3.00
	Evaporate	.75	1.50
	Faerie Noble	3.00	5.00
	Feroz's Ban	2.00	4.00
	Forget	2.00	3.00
	Funeral March	.75	1.50
	Ghost Hounds	.75	1.50
	Giant Oyster	.75	1.50
	Grandmother Sengir	3.00	5.00
	Greater Werewolf	.75	1.50
	Hazduhr the Abbot	2.00	3.00
	Headstone	.75	1.50
	Heart Wolf	2.00	3.00
	Insan's Snare	1.00	2.00
	Inni Sengir	1.00	2.00
	Ironclaw Curse	2.00	3.00
	Jinx	.75	1.50
	Jovar	.75	1.50
	Jovar's Ferrets	.75	1.50
	Jovar's Tools	.75	1.50
	Koskun Falls	2.00	3.00
	Koskun Keep	.75	1.50
	Leaping Lizard	.75	1.50
	Leeches	2.00	3.00
	Mammoth Harness	2.00	3.00
	Marjhan	3.00	5.00
	Merchant Scroll	.75	1.50
	Mystic Decree	3.00	6.00
	Narwhal	2.00	4.00
	Orcish Mine	.75	1.50

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

		Low	High
★	Primal Order	5.00	8.00
❍	Prophecy	.75	1.50
❍	Rashka the Slayer	.75	1.50
●	Renewal	.75	1.50
●	Retribution	.75	1.50
★	Reveka, Wizard Savant	2.00	3.00
●	Riptide Shapeshifter	.75	1.50
●	Roots	.75	1.50
●	Rotwood Ranger	.75	1.50
★	Ryusenbara Badger	3.00	5.00
●	Sea Sprite	.75	1.50
●	Sea Troll	.75	1.50
★	Sengir Autocrat	3.00	5.00
★	Serra Aviary	4.00	6.00
❍	Serra Bestiary	.75	1.50
❍	Serra Inquisitors	.75	1.50
❍	Serra Paladin	.75	1.50
●	Serrated Arrows	.75	1.50
☆	Soraya the Falconer	2.00	4.00
●	Spectral Bears	1.00	2.00
★	Timmerian Fiends	2.00	3.00
☆	Truce	2.00	4.00
★	Veldrane of Sengir	3.00	5.00
★	Wall of Kelp	2.00	3.00
★	Willow Priestess	3.00	5.00
★	Winter Sky	2.00	4.00
●	Wizards' School	.75	1.50

ALLIANCES

WIZARDS OF THE COAST, 1996

Full Set (199 cards)	$175.00	250.00
Booster Pack (12 cards)	2.75	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Commons	.15	.50

	Name	Low	High
★	Ashnod's Cylix	5.00	7.00
●	Balduvian Dead	.00	.00
★	Balduvian Horde	15.00	20.00
★	Balduvian Trading Post	.00	.00
●	Bounty of the Hunt	.00	.00
●	Browse	.00	.00
●	Burnout	.00	.00
★	Chaos Harlequin	.00	.00
●	Contagion	.00	.00
●	Deadly Insects (ver 1)	.25	1.00
●	Deadly Insects (ver 2)	.25	1.00
●	Death Spark	.75	2.00
★	Diminishing Returns	6.00	8.00
●	Diseased Vermin	1.00	2.00
★	Dystopia	4.00	6.00
●	Elvish Bard	1.00	2.00
●	Elvish Spirit Guide	1.00	2.50
	Energy Arc	.75	2.00
☆	Exile	6.00	10.00
●	False Demise (ver 1)	.25	1.00
●	False Demise (ver 2)	.25	1.00
★	Fatal Lore	4.00	6.00
●	Feast or Famine (ver 1)	.25	1.00
●	Feast or Famine (ver 2)	.25	1.00
★	Floodwater Dam	4.00	6.00
●	Force of Will	2.00	4.00
★	Gargantuan Gorilla	5.00	7.00
■	Gorilla Berserkers (ver 1)	.15	.50
■	Gorilla Berserkers (ver 2)	.15	.50
●	Gorilla Shaman (ver 1)	.25	1.00
●	Gorilla Shaman (ver 2)	.25	1.00
★	Gustha's Scepter	3.00	5.00
●	Hail Storm	.75	1.50
★	Heart of Yavimaya	4.00	6.00
★	Helm of Obedience	10.00	16.00
❍	Inheritance	1.00	2.00
☆	Ivory Gargoyle	7.00	10.00
❍	Juniper Order Advocate	1.00	2.00
★	Kaysa	5.00	7.00
★	Keeper of Tresserhorn	6.00	9.00
❍	Kjeldoran Home Guard	.75	1.50
★	Kjeldoran Outpost	10.00	16.00
★	Krovikan Horror	3.00	5.00
●	Krovikan Plague	.75	1.50
★	Lake of the Dead	9.00	15.00
★	Library of Lat-Nam	6.00	9.00
	Lim-Dûl's Paladin	1.50	3.00
	Lim-Dûl's Vault	2.00	4.00
★	Lodestone Bauble	5.00	8.00
★	Lord of Tresserhorn	9.00	15.00
	Misfortune	3.00	6.00
●	Mishra's Groundbreaker	.75	1.50
●	Misinformation	1.50	2.50
●	Mystic Compass	1.00	2.00
★	Nature's Blessing	1.00	2.00
●	Nature's Chosen	.75	1.50
★	Nature's Wrath	4.00	6.00
★	Omen of Fire	4.00	6.00
★	Phantasmal Sphere	3.00	6.00
	Phelddagrif	4.00	6.00
★	Phyrexian Devourer	4.00	6.00
★	Phyrexian Portal	3.00	5.00
●	Pillage	1.50	4.00
●	Primitive Justice	1.00	2.00
●	Pyrokinesis	1.00	2.00

TOP 10 HOTTEST CARDS

2) Relentless Assault

The sound you just heard was one of the primary rules of *Magic* being shattered under the feet of a Relentless Assault. Yes, for the first time, you can now get a second attack phase during your turn. Untap your marauding horde and march forth, again.

❍	Reprisal (ver 1)	.25	1.00
❍	Reprisal (ver 2)	.25	1.00
★	Ritual of the Machine	5.00	7.00
★	Rogue Skycutter	3.00	5.00
	Royal Decree	3.00	5.00
●	Scars of the Veteran	.00	.00
❍	Scars of the Veteran	.00	.00
●	Smoke of the Conquered	.75	1.50
❍	Soldevi Digger	.00	.00
★	Soldevi Heretic	4.00	6.00
●	Soldevi Sphinx	.00	.00
	Soldevi Turn	2.50	4.00
★	Soldier Dagger	.00	.00
★	Soldier of Fortune	.00	.00
●	Soldier of Fortune	.00	.00
●	Spiny Starfish	.00	.00
★	Splintering Wind	.00	.00
★	Steam Catapult	.00	.00
●	Storm Elemental	.50	4.00
●	Stromgald Spy	.00	.00
●	Suffocation	.00	.00
★	Surge of Strength	.50	3.00
☆	Sustaining Spirit	.00	9.00
☆	Sworn Defender	4.00	6.00
★	Throwing Glaivers	5.00	8.00
★	Thought Lash	3.00	5.00
★	Tidal Control	2.00	4.00
★	Tornado	2.00	4.00
❍	Unlikely Alliance	.75	1.50
	Urza's Engine	1.00	3.50
★	Verduran Mystics	5.00	7.00
●	Visceral Drone	.00	2.00
	Wandering Mage	5.00	7.00
★	Whirling Catapult	1.00	3.00
	Winter's Night	4.00	6.00
●	Yavimaya Ants	2.00	4.00

MIRAGE

WIZARDS OF THE COAST, 1996

Full Set (350 cards)	$250.00	350.00
Starter Deck (60 cards)	7.50	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Commons	.15	.50

	Name	Low	High
★	Abyssal Hunter	3.00	5.00
★	Acidic Dagger	3.00	5.00
★	Afiya Grove	3.00	5.00
❍	Afterlife	.75	1.50
●	Aleatory	.75	1.50
★	Amber Prison	4.00	6.00
★	Amulet of Unmaking	3.00	5.00
★	Ancestral Memories	5.00	7.00
★	Ashen Powder	4.00	6.00
★	Asmira, Holy Avenger	4.00	6.00
☆	Auspicious Ancestor	3.00	5.00
●	Bad River	.75	1.50
●	Barbed Foliage	.75	1.50
●	Barbed-Back Wurm	.75	1.50
★	Barreling Attack	3.00	5.00
●	Basalt Golem	.75	1.50
★	Bazaar of Wonders	4.00	6.00
★	Benthic Djinn	4.00	6.00
●	Blighted Shaman	.75	1.50
●	Blind Fury	.75	1.50
❍	Blinding Light	.75	1.50
★	Bone Mask	3.00	5.00
★	Brushwagg	3.00	5.00
●	Burning Palm Efreet	.75	1.50
★	Cadaverous Bloom	5.00	7.00
★	Canopy Dragon	6.00	9.00
★	Carrion	3.00	5.00
★	Catacomb Dragon	8.00	12.00
☆	Celestial Dawn	10.00	15.00
●	Cerulean Wyvern	.75	1.50
★	Chaosphere	4.00	6.00
●	Charcoal Diamond	1.00	2.00
●	Chariot of the Sun	.75	1.50
●	Cinder Cloud	1.00	2.00
★	Circle of Despair	3.00	5.00
●	Consuming Ferocity	.75	1.50
●	Coral Fighters	.75	1.50
★	Crimson Hellkite	10.00	15.00
●	Crimson Roc	.75	1.50
●	Crypt Cobra	.75	1.50
●	Crystal Golem	.75	1.50
●	Crystal Vein	.75	1.50
★	Cursed Totem	6.00	8.00
★	Cycle of Life	3.00	5.00
★	Daring Apprentice	3.00	5.00
●	Decomposition	.75	1.50
●	Delirium	.75	1.50
	Discordant Spirit	4.00	6.00
●	Dissipate	1.00	2.00
☆	Divine Retribution	3.00	5.00
●	Dread Specter	.75	1.50
●	Dwarven Miner	2.00	3.00
★	Elvish Harvest	3.00	5.00
●	Emperor Crocodile	.75	1.50
	Empyrean Eagle	3.00	5.00
★	Empyrean Zeus	4.00	6.00
	Energy Bolt	4.00	6.00
★	Energy Storm	4.00	6.00
❍	Enlightened Tutor	1.50	3.00
●	Enrich Soldier	.75	1.50
●	Ether Well	.75	1.50
●	Exalted Champion	4.00	6.00
●	Fallow Earth	.75	1.50
❍	Favorable Destiny	1.00	2.00
●	Fernaref Archers	.75	1.50
★	Final Fortune	7.00	10.00
●	Fire Diamond	1.00	2.00
●	Flame Elemental	.75	1.50
★	Flash	3.00	5.00
●	Flood Plain	1.00	2.00
●	Floodgate	.75	1.50
●	Foratog	.75	1.50
★	Forbidden Crypt	4.00	6.00
★	Forsaken Wastes	5.00	9.00
	Frenetic Efreet	3.00	6.00
●	Goblin Scouts	1.00	2.00
●	Goblin Soothsayer	.75	1.50
●	Grasslands	.75	1.50
	Grim Feast	4.00	6.00
★	Grinning Totem	12.00	18.00
★	Hakim, Loreweaver	3.00	5.00
★	Hall of Gemstone	5.00	8.00
★	Hammer of Bogardan	10.00	16.00
★	Harbinger of Night	4.00	6.00
	Harbor Guardion	.75	1.50
●	Harmattan Efreet	.75	1.50
●	Haunting Apparition	.75	1.50
●	Hazerider Drake	.75	1.50
★	Hivis of the Scale	3.00	6.00
●	Horrible Hordes	.75	1.50
●	Igneous Golem	.75	1.50
★	Illicit Auction	3.00	6.00
❍	Illumination	.75	1.50
★	Infernal Contract	4.00	6.00
❍	Iron Tusk Elephant	.75	1.50
☆	Jabari's Influence	4.00	6.00
★	Jungle Patrol	3.00	5.00
●	Jungle Troll	1.00	2.00
●	Kaervek's Hex	.75	1.50
	Kaervek's Purge	1.00	2.00
●	Karoo Meerkat	.75	1.50
★	Kukemssa Pirates	3.00	5.00
●	Lead Golem	.75	1.50
★	Leering Gargoyle	3.00	5.00
★	Lion's Eye Diamond	4.00	7.00
●	Locust Swarm	.75	1.50
★	Lure of Prey	3.00	5.00
●	Malignant Growth	3.00	5.00
●	Mana Prism	.75	1.50
❍	Mangara's Blessing	1.00	2.00
❍	Mangara's Equity	.75	1.50
★	Mangara's Tome	4.00	6.00
●	Marble Diamond	1.00	2.00
★	Maro	5.00	8.00
●	Meddle	1.00	2.00
❍	Melesse Spirit	2.00	3.00
●	Mind Bend	1.50	2.50
●	Mind Harness	.75	1.50
★	Mindbender Spores	3.00	5.00
●	Mire Shade	.75	1.50
★	Misers' Cage	3.00	5.00
★	Mist Dragon	8.00	12.00
●	Moss Diamond	1.00	2.00
●	Mountain Valley	1.00	2.00
❍	Mtenda Griffin	1.00	2.00
●	Mystical Tutor	1.50	2.50
★	Natural Balance	5.00	8.00
●	Nettletooth Djinn	1.00	3.00
●	Nocturnal Raid	.75	1.50
●	Null Chamber	5.00	8.00
●	Painful Memories	.75	1.50
●	Patagia Golem	.75	1.50
★	Paupers' Cage	3.00	5.00
☆	Pearl Dragon	7.00	10.00
★	Phyrexian Dreadnought	8.00	12.00
●	Phyrexian Purge	3.00	5.00
★	Phyrexian Tribute	3.00	5.00
●	Phyrexian Vault	1.00	2.00
★	Political Trickery	4.00	6.00
★	Polymorph	5.00	8.00
★	Preferred Selection	4.00	6.00
●	Prismatic Boon	.75	1.50
★	Prismatic Lace	3.00	5.00
★	Psychic Transfer	4.00	6.00
●	Purgatory	4.00	6.00
★	Purraj of Urborg	4.00	6.00
●	Radiant Essence	.75	1.50
☆	Rashida Scalebane	3.00	5.00
●	Ravenous Vampire	.75	1.50
★	Razor Pendulum	4.00	6.00
★	Reckless Embermage	4.00	6.00
●	Reflect Damage	4.00	6.00
●	Reign of Chaos	.75	1.50
●	Reign of Terror	.75	1.50
●	Reparations	4.00	6.00
	Rock Basilisk	4.00	6.00
●	Rocky Tar Pit	1.00	2.00
●	Roots of Life	.75	1.50
☆	Sacred Mesa	9.00	15.00
●	Sand Golem	.75	1.50
●	Savage Twister	2.00	3.00
★	Sawback Manticore	3.00	5.00
●	Sealed Fate	1.50	2.50
★	Seeds of Innocence	3.00	5.00
❍	Shadowbane	1.00	2.00
★	Shallow Grave	5.00	7.00
●	Shauku's Minion	.75	1.50
★	Shauku, Endbringer	5.00	7.00
★	Shimmer	4.00	6.00
☆	Sidar Jabari	4.00	6.00
●	Sirocco	1.00	2.00
●	Sky Diamond	1.00	2.00
☆	Soul Echo	5.00	7.00
●	Soul Rend	.75	1.50
●	Spatial Binding	.75	1.50
☆	Spectral Guardian	4.00	8.00
★	Spirit of the Night	8.00	12.00
●	Stupor	1.50	3.00
★	Subterranean Spirit	4.00	6.00
☆	Sunweb	3.00	5.00
●	Superior Numbers	.75	1.50
●	Suq'Ata Firewalker	.75	1.50
★	Tainted Specter	4.00	6.00
★	Tanuwha	6.00	9.00
★	Teeka's Dragon	7.00	10.00
★	Teferi's Imp	3.00	5.00
★	Teferi's Isle	3.00	5.00
★	Telim'Tor	3.00	5.00
●	Telim'Tor's Darts	.75	1.50
★	Telim'Tor's Edict	3.00	5.00
●	Tidal Wave	.75	1.50
★	Tombstone Stairwell	3.00	5.00
★	Torrent of Lava	3.00	5.00
●	Tropical Storm	.75	1.50
★	Uktabi Wildcats	4.00	6.00
●	Unerring Sling	.75	1.50
	Unfulfilled Desires	4.00	6.00

Key

■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

■ COMMON ● UNCOMMON ★ RARE

Jumbo Beetle	.75	1.50
Kaervek's Spite	2.00	4.00
Karoo	.75	1.25
Katabatic Winds	3.00	5.00
Kookus	4.00	6.00
Kyscu Drake	.75	1.25
Lead-Belly Chimera	.75	1.25
Lichenthrope	2.00	4.00
Lightning Cloud	2.00	4.00
Longbow Archer	.75	1.25
Magma Mine	.75	1.25
Maptop Golem	.75	1.25
Miraculous Recovery	.75	1.25
Mob Mentality	.75	1.25
Mundungu	.75	1.25
Natural Order	3.00	5.00
Necromancy	.75	1.25
Necrosavant	2.00	4.00
Nekrataal	.75	1.25
Pyre Enforcer	3.00	5.00
Pyromancer	.75	1.25
Peace Talks	.75	1.25
Phyrexian Marauder	3.00	5.00
Pillar Tombs of Aku	8.00	12.00
Prosperity	.75	1.50
Psionic Blast	3.00	5.00
Quicksand	.75	1.25

Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played!
First the insult, then the injury.

VISIONS

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Full Set (167 cards)		
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	110.00
Commons	.10	.25

Name	Low	High
★ Aku Djinn	7.00	10.00
Anvil of Bogardan	3.00	5.00
Archangel	7.00	10.00
Army Ants	1.00	2.00
Blanket of Night	.75	1.25
★ Bogardan Phoenix	2.00	4.00
Brass-Talon Chimera	.75	1.25
Breathstealer's Crypt	3.00	5.00
Brood of Cockroaches	.75	1.25
Chronatog	5.00	8.00
City of Solitude	3.00	5.00
Coral Atoll	.75	1.25
Corrosion	2.00	4.00
Creeping Mold	.75	1.25
Daraja Griffin	.75	1.25
Desertion	8.00	15.00
Desolation	.75	1.25
★ Diamond Kaleidoscope	2.00	4.00
Dormant Volcano	.75	1.25
Dragon Mask	.75	1.25
Dream Tides	.75	1.25
Elephant Grass	.75	1.25
★ Elkin Lair	2.00	4.00
★ Equipoise	3.00	5.00
Everglades	.75	1.25
★ Eye of Singularity	3.00	5.00
Femeref Enchantress	2.00	4.00
Firestorm Hellkite	8.00	12.00
Flooded Shoreline	2.00	4.00
★ Forbidden Ritual	3.00	5.00
Foreshadow	.75	1.25
Goblin Recruiter	.75	1.25
★ Griffin Canyon	2.00	4.00
Guiding Spirit	3.00	5.00
Heat Wave	.75	1.25
Helm of Awakening	.75	1.25
Honorable Passage	.75	1.25
Hulking Cyclops	.75	1.25
Iron-Heart Chimera	.75	1.25
Juju Bubble	.75	1.25
Jungle Basin	.75	1.25
★ Kaervek's Spite	2.00	4.00
Karoo	.75	1.25
★ Katabatic Winds	3.00	5.00
★ Kookus	4.00	6.00
Kyscu Drake	.75	1.25
Lead-Belly Chimera	.75	1.25
★ Lichenthrope	2.00	4.00
★ Lightning Cloud	2.00	4.00
Longbow Archer	.75	1.25
Magma Mine	.75	1.25
Maptop Golem	.75	1.25
Miraculous Recovery	.75	1.25
Mob Mentality	.75	1.25
Mundungu	.75	1.25
★ Natural Order	3.00	5.00
Necromancy	.75	1.25
★ Necrosavant	2.00	4.00
Nekrataal	.75	1.25
★ Pyre Enforcer	3.00	5.00
Pyromancer	.75	1.25
Peace Talks	.75	1.25
Phyrexian Marauder	3.00	5.00
★ Quirion Druid	3.00	5.00
★ Rainbow Efreet	4.00	6.00
★ Relentless Assault	8.00	12.00
Relic Ward	.75	1.25
★ Retribution of the Meek	4.00	6.00
Righteous War	4.00	6.00
★ Rowen	4.00	6.00
★ Sands of Time	3.00	5.00
Scalebane's Elite	.75	1.25
Shimmering Efreet	.75	1.25
Simoon	.75	1.25
★ Snake Basket	4.00	6.00
Spitting Drake	.75	1.25
Squandered Resources	2.00	4.00
Stampeding Wildebeests	1.00	2.00
Suleiman's Legacy	3.00	5.00
Summer Bloom	.75	1.25
Suq-Ata Assassin	.75	1.25
Talruum Piper	.75	1.25
Teferi's Honor Guard	.75	1.25
Teferi's Puzzle Box	3.00	5.00
Teferi's Realm	3.00	5.00
Tempest Drake	.75	1.25
Three Wishes	2.00	4.00
Time and Tide	.75	1.25
Tin-Wing Chimera	.75	1.25
☆ Tithe	3.00	5.00
★ Triangle of War	3.00	5.00
Uktabi Orangutan	.75	1.25
★ Undiscovered Paradise	3.00	5.00
★ Vampiric Tutor	7.00	10.00
Vampirism	.75	1.25
Viashino Sandstalker	.75	1.25
Viashivan Dragon	8.00	12.00
★ Wand of Denial	3.00	5.00
Waterspout Djinn	.75	1.25
Wind Shear	.75	1.25
Zhalfirin Crusader	3.00	5.00

TOP 10 HOTTEST CARDS

1) Desertion

This card packs more features than a crate full of Swiss Army knives. At the basic level, it's a counterspell—can't have too many of them. Then, if you catch the window of opportunity, it also acts as a Control Magic or Steal Artifact…only it can't be disenchanted. All this for a reasonable cost of five mana.

PROMOTIONAL CARDS

★ Arena	8.00	12.00
★ Giant Badger	6.00	10.00
★ Mana Crypt	20.00	30.00
★ Nalathni Dragon	6.00	10.00
★ Sewers of Estark	6.00	10.00
★ Windseeker Centaur	6.00	10.00

WENT UP | WENT DOWN | HEAVILY TRADED

WORLDWIDE LEADER IN MAGIC The Gathering

We BUY-SELL-TRADE
VISIONS
MIRAGE
ALLIANCES
HOMELANDS
CHRONICLES
ICE AGE
FALLEN EMPIRES
THE DARK
LEGENDS
ANTIQUITIES
ARABIAN NIGHTS
4TH EDITION
REVISED
UNLIMITED
BETA/ALPHA
BATTLETECH
STAR WARS
STAR TREK
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InQuest price guide

BATTLETECH
WIZARDS OF THE COAST–1996

Full Set (293 cards)	•
Starter Deck (60 cards)	8.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	2.75
Booster Box (36 packs)	90.00

•	
10.00	
100.00	
3.00	
100.00	

DARK AGE: FEUDAL LORDS
FPG–1996

Full Set (231 cards including 5 chase cards)	$150.00
Starter Deck (65 cards)	11.00
Combo Display Box (6 decks/36 packs)	140.00
Booster Pack (10 cards)	2.25
Booster Box (36 packs)	75.00

$175.00	
13.00	
150.00	
2.50	
85.00	

DARK EDEN
HEARTBREAKER HOBBIES–1997

Full Set (303 cards)	•
Starter Deck (60 cards)	7.00
Starter Box (8 decks)	60.00
Booster Pack (15 cards)	2.50
Booster Box (29 packs)	60.00

•	
9.00	
75.00	
3.00	
75.00	

DC OVERPOWER
[illegible]

Full Set (334 cards)	$175.00
Starter Deck (69 cards)	8.00
Starter Box (12 decks)	90.00
Booster Pack (9 cards)	1.50
Booster Box (36 packs)	50.00

250.00	
9.00	
100.00	
1.75	
60.00	

Azrael Hero Card	R	4.00
Batman Hero Card	R	4.00
Batman Martial Arts Expert	R	4.00
Robin Hero Card	U	1.00
Superman Hero Card	R	4.00

7.00	
6.00	
7.00	
2.00	
6.00	

GUARDIANS
[illegible]

Full Limited Edition Set (324 cards including all variants)	$150.00
Full Unlimited Edition Set (324 cards including all variants)	150.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	75.00
Booster Pack (14 cards)	2.50
Booster Box (36 packs)	90.00

250.00	
250.00	
10.00	
95.00	
3.00	
100.00	

Limited & Unlimited cards are same price.

Control Destiny	U	2.00
Death	R	4.00
Dragon Wing Lord	R	10.00
Grand Avatar	R	10.00
Smoke Spirit, The	U	2.00

3.00	
6.00	
15.00	
15.00	
3.00	

DAGGER ISLE EXPANSION
[illegible]

Full Set (122 cards including variants)	$80.00
Booster Pack (14 cards)	2.50
Booster Box (36 packs)	80.00

120.00	
2.75	
95.00	

Champs the Wonder Dog	R	8.00
Elandar, Mighty Wizard	R	5.00
Farmer Brown	R	5.00
Santa's Beer Sled	C	1.50
Supermodeloid	C	1.00

12.00	
8.00	
8.00	
2.50	
2.00	

DRIFTER'S NEXUS EXPANSION
[illegible]

Full Set (122 cards including variants)	$70.00
Booster Pack (8 cards)	1.75
Booster Box (60 packs)	100.00

110.00	
2.00	
115.00	

HIGHLANDER
[illegible]

Full Set (165 cards)	$150.00
Starter Deck (52 cards)	8.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	80.00

250.00	
10.00	
110.00	
2.75	
95.00	

Collector's Tin Set (250 cards)	150.00

Amanda	R	4.00
Connor McLeod	R	7.00
Duncan McLeod	R	7.00
Nefertiri	R	4.00
Richie Ryan	R	6.00

175.00	
6.00	
10.00	
10.00	
6.00	
8.00	

HIGHLANDER: THE MOVIE EXPANSION
THUNDER CASTLE GAMES–1995

Full Set (300 cards)	$200.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	70.00

300.00	
2.75	
90.00	

LEGEND OF THE FIVE RINGS
ALDERAC ENTERTAINMENT GROUP–1995

Imperial Edition (303 cards)	$180.00
Starter Deck (60 cards)	7.00
Starter Box (10 decks)	70.00
Booster Pack (15 cards)	2.00
Booster Box (36 packs)	70.00

300.00	
9.00	
90.00	
2.50	
85.00	

SHADOWLANDS EXPANSION
ALDERAC ENTERTAINMENT GROUP–1995

Full Set (153 cards including 3 exclusive clan-deck only cards)	$90.00
Starter Deck (60 cards)	7.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	70.00

130.00	
9.00	
100.00	
2.50	
90.00	

EMERALD EDITION
[illegible]

Full Set (306 cards)	$150.00
Starter Deck (60 cards)	7.00
Starter Box (12 decks)	80.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	75.00

250.00	
9.00	
90.00	
2.50	
85.00	

MARVEL OVERPOWER
[illegible]

Full Set (345 cards including 45 Master cards)	$300.00
Starter Deck (62 cards)	$7.00
Starter Box (12 decks)	80.00
Booster Pack (9 cards)	2.00
Booster Box (36 packs)	70.00
42-card Missions set (1 per pack)	1.00

400.00	
10.00	
110.00	
2.50	
90.00	
2.00	

Captain America Hero Card	R	4.00
Iron Man Hero Card	R	4.00
Magneto Hero Card	R	5.00
Spider-Man Hero Card	R	9.00
Wolverine Hero Card	R	9.00
Wolvie Wounded Animal	R	7.00

6.00	
6.00	
8.00	
15.00	
15.00	
12.00	

POWERSURGE EXPANSION
FLEER–1995

Full Set (269 cards including 14 Mission cards)	$200.00
Booster Pack (9 cards)	1.50
Booster Box (36 packs)	50.00
14-card Mission set	.25

300.00	
2.00	
65.00	
.75	

MISSION CONTROL EXPANSION
FLEER–1996

Full Set (142 cards including 14 Mission cards)	$40.00
Booster Pack (9 cards)	1.40
Booster Box (36 packs)	48.00
14-card Mission Set	.25

60.00	
1.75	
55.00	
.75	

IQ EXPANSION
FLEER–1997

Full Set (282 cards)	$100.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00

150.00	
3.00	
100.00	

MIDDLE-EARTH: THE WIZARDS LIMITED EDITION
IRON CROWN ENTERPRISES–1995

Full Set (484 cards)	$375.00
Starter Deck (76 cards)	10.00
Starter Box (10 decks)	95.00

500.00	
12.00	
110.00	

Booster Pack (15 cards)	3.00
Booster Box (36 packs)	100.00
Unlisted Common cards	.05
Unlisted Common sites	.25
Unlisted Common characters	.25
Unlisted Uncommon cards	.75

4.00	
120.00	
.30	
.75	
.75	
1.00	

Pr rarity denotes Promo.

Adunaphel	R	7.00	10.00
Agburanar	R	5.00	8.00
Akhôrahil	R	10.00	15.00
Align Palantír	U	1.50	3.00
Anborn	U	1.50	3.00
Andúril, Flame of the West	R	4.00	6.00
Anirmîr	U	1.50	3.00
Arkenstone, The	R	7.00	10.00
Army of the Dead	R	4.00	6.00
Arwen	R	5.00	8.00
Assassin	R	8.00	12.00
Athelas	U	1.50	3.00
Awaken the Earth's Fire	U	1.50	3.00
Balance of Things, The	R	5.00	8.00
Balin	U	1.50	3.00
Balrog of Moria	R	7.00	10.00
Barrow-blade	R	5.00	8.00
Barrow-coat	R	6.00	9.00
Barrow-wight	U	1.50	3.00
Beretar	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bûrat)	U	1.50	3.00
Bilbo	R	9.00	15.00
Black Arrow	Pr	3.00	5.00
Bombur	U	1.50	3.00
Book of Mazarbul	U	1.50	3.00
Bridge	U	1.50	3.00
Burden of Time, The	U	2.00	4.00
Call of the Sea	U	3.00	5.00
Cam Dûm	R	4.00	6.00
Caves of Ulund	U	1.50	2.50
Cirdan	R	7.00	10.00
Cirith Ungol	R	4.00	6.00
Clear Skies	R	4.00	6.00
Cloaks	R	4.00	6.00
Cold Drake, The	U	2.00	4.00
Colossus of Utumno	U	1.50	3.00
Cracks of Doom	U	2.00	4.00
Dagnarnin	R	4.00	6.00
Dáin II	R	5.00	8.00
Damrod	U	1.50	3.00
Dark Lore	U	1.50	2.50
Dark Tower	U	.50	1.00
Dead Men	R	4.00	6.00
Dol Amroth	U	1.50	2.50
Dol Guldur	R	5.00	8.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	4.00	6.00
Durin's Axe	U	1.50	3.00
Dwar of Waw	R	6.00	8.00
Dw. Ring of Barin's Tribe	R	5.00	8.00
Dw. Ring of Bavor's Tribe	R	5.00	8.00
Dw. Ring of Druin's Tribe	R	5.00	8.00
Dw. Ring of Durin's Tribe	R	5.00	8.00
Dw. Ring of Dwalin's Tribe	R	5.00	8.00
Dw. Ring of Thelor's Tribe	U	2.00	4.00
Dw. Ring of Thrér's Tribe	U	2.00	4.00
Eagle-mounts	R	4.00	6.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	4.00	6.00
Easterlings	R	4.00	6.00
Elf-song	R	8.00	12.00
Elrond	R	10.00	15.00
Elves of Lindon	R	4.00	6.00
Ent-draughts	U	1.50	2.50
Eomer	U	1.50	3.00
Éowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	7.00	10.00
Fair Sailing	R	4.00	6.00
Fair Travels in Dark-domains	R	5.00	8.00
Fair Travels in Free-domains	R	5.00	8.00
Favor of the Valar	R	4.00	6.00
Fell Beast	R	8.00	12.00
Fell Turtle	R	4.00	6.00
Fífi	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	10.00	18.00
Fury of The Iron Crown	Pr	2.50	4.00
Galadriel	R	6.00	9.00
Galva	R	4.00	6.00
Gambling the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glamdring	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	3.00	5.00
Gollum	U	3.00	5.00
Gollum's Fate	R	6.00	8.00
Great Goblin, The	R	4.00	6.00
Great-shield of Ronan	U	1.50	3.00
Great Ship	R	5.00	8.00
Gwaihir	R	4.00	6.00
Halbarad	U	1.50	3.00
Haldalam	R	4.00	6.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	5.00	8.00
Himring	U	1.50	2.50
Hoarmurath of Dír	R	7.00	10.00
Hobbits	R	5.00	8.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndeath	R	6.00	8.00
Irerock	U	1.50	2.50
Iron Crown, The	Pr	2.50	4.00
Isles of the Dead that Live	R	5.00	8.00
Khamûl the Easterling	R	10.00	15.00
Lapse of Will	U	2.00	4.00
Legolas	U	1.50	3.00
Lesser Ring	U	2.00	3.00
Leucaruth	R	4.00	6.00
Lost at Sea	R	4.00	6.00
Lost in Dark-domains	R	5.00	8.00
Lucky Search	R	4.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	4.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00
Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Merry	U	1.50	3.00
Minas Morgul	R	4.00	6.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	4.00	6.00
Moon	U	1.50	3.00
Morannon	R	6.00	9.00
Morgul-horse	R	6.00	9.00
Morgul-knife	R	5.00	8.00
Morgul Night	R	6.00	9.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	6.00	9.00
Mumak (Oliphant)	R	4.00	6.00
Nazgûl	U	1.50	3.00
Nenya	R	6.00	10.00
Nazgûl are Abroad, The	R	8.00	12.00
Needle-Breakers	Pr	2.50	4.00
Nenya	R	7.00	10.00
New Moon	U	2.00	4.00
Oin	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	30.00	50.00
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Óvatha the Horseman	R	7.00	10.00
Palantír of Amon Sul	R	4.00	6.00
Palantír of Annúminas	R	4.00	6.00
Palantír of Elostirion	U	1.50	3.00
Palantír of Minas Tirith	U	1.50	3.00
Palantír of Orthanc	U	1.50	3.00
Palantír of Osgiliath	R	4.00	6.00
Pale Sword, The	R	6.00	9.00
Paths of the Dead	R	4.00	6.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	5.00	8.00
Púkel-men	R	5.00	8.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ren the Unclean	R	7.00	10.00
Return of the King	R	4.00	6.00
Ring's Betrayal, The	U	2.00	4.00
Ringlore	U	2.00	4.00
Roäc the Raven	R	4.00	6.00
Rogrog	R	4.00	6.00
Sacrifice of Form	R	6.00	9.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	5.00	8.00
Shadowfax	R	5.00	8.00
Shelob	R	8.00	12.00

• PRICE NOT AVAILABLE

Shelob's Lair	R	7.00	10.00
Siege	R	7.00	10.00
Silent Watcher	R	5.00	8.00
Smaug	R	4.00	6.00
Snowstorm	U	1.50	3.00
Southron Oasis	R	8.00	12.00
Southrons	R	4.00	6.00
Spyglass	R	4.00	6.00
Stars	U	1.50	3.00
Sting	U	1.50	3.00
Stone-circle	R	4.00	6.00
Stone of Erech	R	4.00	6.00
Stones, The	R	4.00	6.00
Storms of Ossë	R	4.00	6.00
Sun	U	1.50	3.00
Thief	R	6.00	8.00
Tingrin II	R	6.00	9.00
Tofolas	R	4.00	6.00
Tom Bombadil	R	4.00	6.00
Tom (Tuma)	U	1.50	3.00
Torque of Hues	U	2.00	4.00
Traitor	R	5.00	8.00
True Fëana	R	5.00	8.00
Use Palantír	U	2.00	4.00
Uvatha the Horseman	R	7.00	10.00
Vale of Erech	R	5.00	8.00
Variag Camp	R	4.00	6.00
Variags of Khand	R	4.00	6.00
Vilya	R	5.00	8.00
Vygavril	R	4.00	6.00
Wacha	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
White Tree, The	R	5.00	8.00
William (Wuluag)	U	1.50	3.00
Will of Sauron, The	R	8.00	12.00
Will of the Ring, The	R	6.00	9.00
Witch-king of Angmar	R	8.00	12.00
Wizard's Fire	R	5.00	8.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's Ring	R	5.00	8.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	4.00	6.00
Words of Power and Terror	R	5.00	8.00
Woses of Old Pukel-land	R	4.00	6.00

THE DRAGONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)		$150.00	200.00
Booster Pack (15 cards)		2.25	3.00
Booster Box (36 packs)		70.00	100.00
Unlisted Common cards		.05	.30
Unlisted Uncommon cards		.75	1.50
Unlisted Rare cards		2.00	4.00

Pr rarity denotes promo.

Bairanax	R	5.00	8.00
Black Breath	R	4.00	6.00
Buhr Widu	U	1.00	3.00
Deftness of Agility	R	3.00	5.00
Dragon's Hunger	R	3.00	5.00
Edrcaraxë	R	7.00	10.00
Edrcaraxe at Home	R	3.00	5.00
Echo of all Joy	U	1.00	3.00
Emerald of the Mariner	R	7.00	10.00
Exile of Solitude	R	3.00	5.00
Fever of Unrest	R	3.00	5.00
Fram Framson	R	4.00	6.00
Gothmog	R	4.00	6.00
Helm of Her Secrecy	R	4.00	6.00
Hateful Flames	Pr	2.00	4.00
Hengast	R	5.00	8.00
Hengast at Home	R	3.00	5.00
King Under the Mountain	R	5.00	8.00
Know to an Ounce	R	5.00	8.00
Legendary Hoard	R	5.00	8.00
Many Sorrows Befall	R	3.00	5.00
Marwes Told	C	.50	1.00
Mermorn Lore	R	6.00	8.00
Memories Stolen	R	4.00	6.00
Nemselde the Winged	R	4.00	6.00
No Escape from my Magic	R	5.00	8.00
Parsimony of Seclusion	R	3.00	5.00
Passion of Wrath	R	3.00	5.00
Plowness of Age	R	3.00	5.00
Returned Exiles	R	4.00	6.00
Riddle Game, The	R	4.00	6.00
Sharna	R	6.00	9.00
Sharna at Home	R	3.00	5.00
Sharna	R	7.00	10.00
Sharna Arunt	U	1.00	3.00
Sharna at Home	R	3.00	5.00
Shadow of Mordor	R	7.00	10.00
Skin-Changer	R	5.00	8.00
Smaug at Home	R	3.00	5.00
Song of the Lady	R	4.00	6.00
Staff Asunder	R	3.00	5.00
Subtlety of Guile	R	3.00	5.00
Thrain II	R	5.00	8.00
Velocity of Haste	R	4.00	6.00
Were-Worm	R	6.00	9.00
Wild Fell Beast	R	8.00	12.00
Winds of Wrath	R	4.00	6.00
Wizard's Staff	U	1.00	3.00
Wormsbane	R	4.00	6.00

DARK MINIONS EXPANSION

IRON CROWN ENTERPRISES–1996

Full Set (180 cards)		$150.00	200.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00
Unlisted Common cards		.05	.30
Unlisted Uncommon cards		.75	1.25
Unlisted Rare cards		2.00	3.00

Aiglos	R	5.00	8.00
An Unexpected Party	R	2.00	4.00
Baduila	R	4.00	6.00
Black Enemy's Wrath, The	R	2.00	4.00
Buthrakaur the Green	R	2.00	4.00
Dragon-helm	R	4.00	6.00
Durin's Bane	R	5.00	8.00
Elerina	R	4.00	6.00
Eyes of Mandos	R	3.00	5.00
Fate of the Ithil Stone	R	3.00	5.00
Firiel	R	3.00	5.00
First of the Order	R	2.00	4.00
Golodhros	R	5.00	8.00
Grimburgoth, The	R	4.00	6.00
Herb-lore	R	2.00	4.00
Hobbit-lore	R	2.00	4.00
Hunt, The	R	2.00	4.00
Iron-Deeps, The	R	2.00	4.00
Into the Smoking Cone	R	4.00	6.00
Like the Crash of Battering-Rams	R	2.00	4.00
Mallorn	R	4.00	6.00
My Precious	R	3.00	5.00
Out of the Black Sky	R	2.00	4.00
Pass the Doors of Dol Guldur	R	5.00	8.00
Phial of Galadriel	R	5.00	8.00
Revealed to All Watchers	R	2.00	4.00
Spider of the Mortal	R	5.00	8.00
Sulfur-Deeps, The	R	3.00	5.00
Taladhan	R	3.00	5.00
Under-courts, The	R	2.00	4.00
Under-galleries, The	R	2.00	4.00
Tribal Totem	R	2.00	4.00
Wormtongue	R	5.00	8.00

MYTHOS: CALL OF CTHULHU

CHAOSIUM–1996

Full Set (218 cards including 18 Investigative cards)		$150.00	200.00
Starter Deck (60 cards)		9.00	12.00
Starter Box (10 decks)		85.00	110.00
Booster Pack (13 cards)		2.75	3.50
Booster Box (36 packs)		90.00	115.00

Chime of Tezchaptl	R	4.00	6.00
Esoteric Order of Dagon	R	5.00	8.00
Gnaph Keh	R	5.00	8.00
Mist Projector	R	5.00	8.00
Nyarlathotep	R	7.00	10.00
Ring of Eibon	R	5.00	8.00

EXPEDITIONS OF MISKATONIC UNIVERSITY EXPANSION

CHAOSIUM–1996

Full Set (67 cards)		$40.00	60.00
Booster Pack (13 cards)		2.75	3.50
Booster Box (36 packs)		90.00	115.00

Dunwich Horror, The	R	3.00	5.00
Miskatonic University, Science Annex	R	2.00	4.00
Necronomicon (Latin)	U	1.00	2.00
Old Man Whateley	R	3.00	5.00
Wilbur Whateley	U	1.00	2.00

CTHULHU ESCNO EXPANSION

CHAOSIUM–1996

Full Set (67 cards)		$40.00	60.00
Booster Pack (13 cards)		2.75	3.50
Booster Box (36 packs)		90.00	115.00

Create Time Warp	R	2.00	4.00
Hastur	R	3.00	5.00
Song of Hastur	R	2.00	4.00
Steal Life	R	2.00	4.00
Strange Case of Charles Fort, The	R	2.00	4.00

LEGENDS OF THE NECRONOMICON EXPANSION

CHAOSIUM–1996

Full Set (67 cards)		$40.00	60.00
Booster Pack (13 cards)		2.75	3.50
Booster Box (36 packs)		90.00	115.00

Akhenaten's Tomb	R	2.00	4.00
Al-Azhar University	R	3.00	5.00
Brotherhood of the Black Pharaoh	R	2.00	4.00
Consume Likeness	R	2.00	4.00
Remortification	R	2.00	4.00

NETRUNNER

WIZARDS OF THE COAST–1996

Full Set (374 cards)		$325.00	425.00
Starter Dual Deck (120 cards)		12.00	18.00
Starter Box (6 dual decks)		90.00	110.00
Booster Pack (15 cards)		3.00	3.25
Booster Box (36 packs)		90.00	110.00
Vital cards		1.00	1.00
Unlisted Common cards		.05	.30
Unlisted Vital Cards		.75	1.50
Unlisted Uncommon cards		.50	1.25
Unlisted Rare cards		2.00	4.00

Vital cards are more common than commons in starter decks, and between uncommon and rare in booster packs.

Access Through Alpha	R	4.00	6.00
AI Boon	R	4.00	6.00
AI Chief Financial Officer	R	4.00	6.00
Arasaka Owns You	R	3.00	5.00
Bartmoss Memorial Icebreaker	R	7.00	10.00
Blood Cat	R	4.00	6.00
City Surveillance	R	5.00	8.00
Data Masons	R	4.00	6.00
Deal with Militech	R	4.00	6.00
Desperate Competitor	R	4.00	6.00
Dieter Esslin	R	3.00	5.00
Disinfectant, Inc.	R	4.00	6.00
Emergency Self-Construct	R	5.00	8.00
Encoder, Inc.	R	4.00	6.00
Executive Extraction	R	4.00	6.00
False Echo	R	3.00	5.00
Falsified Transactions Expert	R	4.00	6.00
Fatal Attractor	R	3.00	5.00
Field Reporter for Ice and Data	R	4.00	6.00
Forged Activation Orders	R	5.00	8.00
Haunting Inquisition	R	5.00	8.00
Hot Tip for WNS	R	4.00	6.00
I Got a Rock	R	4.00	6.00
Jenny Jett	R	4.00	6.00
Joan of Arc	R	5.00	8.00
Laser Wire	R	4.00	6.00
misc.for-sale	R	7.00	10.00
MIT West Tier	R	5.00	8.00
N.E.T.O.	R	4.00	6.00
Nerve Labyrinth	R	4.00	6.00
Omni Kismet, Ph.D	R	3.00	5.00
Organ Donor	R	4.00	6.00
Pacifica Regional AI	R	3.00	5.00
Playful AI	R	4.00	6.00
Political Overthrow	R	8.00	12.00
Poltergeist	R	3.00	5.00
Preying Mantis	R	5.00	8.00
Priority Wreck	R	4.00	6.00
Ronin Around	R	4.00	6.00
Roving Submarine	R	5.00	8.00
Shell Traders, The	R	4.00	6.00
Silver Lining Recovery Protocol	R	3.00	5.00
Singapore City Grid	R	5.00	8.00
Skalderviken SA Beta Test Site	R	4.00	6.00
Succubus	R	5.00	8.00
Synchronized Attack on HQ	R	4.00	6.00
Terrorist Reprisal	R	4.00	6.00
Tokyo-Chiba Infighting	R	4.00	6.00
Too Many Doors	R	3.00	5.00
Top Runners Conference	R	4.00	6.00
Total Genetic Retrofit	R	4.00	6.00
Twenty-Four-Hour Surveillance	R	4.00	6.00

PROTEUS EXPANSION

WIZARDS OF THE COAST– 1996

Full Set (155 cards)		$100.00	150.00
Booster Pack (15 cards)		2.50	3.00
Booster Box (36 packs)		80.00	100.00
Common cards		.05	.30
Uncommon Cards		.75	1.50
AI Board Member	R	2.00	4.00
Armageddon	R	6.00	8.00
Back Door to Netwatch	R	4.00	6.00
Bargain with Viacox	R	2.00	4.00
Blackmail	R	4.00	6.00
Colonel Failure	R	2.00	4.00
Cybertech Think Tank	R	2.00	4.00
Death from Above	R	2.00	4.00
Deck, The	R	2.00	4.00
Department of Misinformation	R	4.00	6.00
Executive Boot Camp	R	2.00	4.00
Fetal AI	R	2.00	4.00
Frame-Up	R	2.00	4.00
Hijack	R	2.00	4.00
Iceberg	R	2.00	4.00
Identity Donor	R	2.00	4.00
LDL Traffic Analyzers	R	2.00	4.00
Lesley Major	R	2.00	4.00
Lisa Blyte	R	2.00	4.00
Live News Feed	R	5.00	8.00
Locker	R	2.00	4.00
Lucienne Diva Feed	R	2.00	4.00
Marie DeSoleil	R	2.00	4.00
Mobile Barricade	R	2.00	4.00
Netwatch Center	R	4.00	6.00
Orbital Fortress	R	4.00	6.00
Paid Silence	R	2.00	4.00
Pirate Broadcast	R	2.00	4.00
Please Don't Shoot Anyone	R	2.00	4.00
Powered Water Supply	R	4.00	6.00
Preemptive Strike	R	2.00	4.00
Premium Services	R	2.00	4.00
Research Bunker	R	4.00	6.00
Roadblock	R	4.00	6.00
Scandal	R	3.00	5.00
Sensitive Field Trip	R	2.00	4.00
Simulacrum	R	2.00	4.00
Stereogram Antibody	R	2.00	4.00
Test Spin	R	2.00	4.00
Time to Collect	R	4.00	6.00
Toughen Up Kid	R	2.00	4.00
Viral Pipeline	R	2.00	4.00
Weapons Depot	R	4.00	6.00
World Domination	R	6.00	8.00

RAGE

WHITE WOLF–1995

Full Set (321 cards including 13 alternate base cards)		$200.00	275.00
Starter Deck (60 cards)		7.00	9.00
Starter Box (10 decks)		65.00	85.00
Booster Pack (12 cards)		2.00	2.25
Booster Box (24 packs)		45.00	55.00
Common cards		.05	.30
Uncommon cards		.75	2.50
Unlisted Rare cards		2.50	3.50

Alexandru ThunderRage	UR	25.00	35.00
Anna Kliminski	R	3.00	5.00
Aurgra Gurahl	R	3.00	5.00
Bottlecap of Shakey Mac	R	3.00	5.00
Bran Mac Fionn	R	3.00	5.00
Coup de Grace	R	3.00	5.00
Elder Vampire	R	3.00	5.00
Fang Dagger	R	5.00	7.00
Gaia's Vengeance	R	4.00	6.00
Gangrel Ally	R	3.00	5.00
Get Medievat	R	3.00	5.00
Golgol Fangs-First	R	3.00	5.00
Grand Klaive	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Grimfang	R	3.00	5.00
Gunnar Draughrbane	UR	25.00	35.00
Harano Gloom	R	3.00	5.00
Jack Debiltongu	UR	25.00	35.00
Julisna of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - Veterinarian	R	3.00	5.00
Klaitol Stargazer	UR	25.00	35.00
Knife Wind	R	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lunar Eclipse	R	3.00	5.00
Mama	R	3.00	5.00
Master of the Pack	R	3.00	5.00
Matriarch Mourning	R	3.00	5.00
Meeting High-Mountain	R	3.00	5.00
Mother Lanise	R	3.00	5.00
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Portable Computer	R	3.00	5.00

WENT UP | WENT DOWN | HEAVILY TRADED

Progenitor Mage	R	3.00	5.00
Rite of Investiture	R	3.00	5.00
Roger Daly	R	3.00	5.00
Shogeka Hunter Moan	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Horus	UR	25.00	35.00
Skindancer	R	4.00	6.00
Song of the Great Beast	R	3.00	5.00
Tribal War	R	3.00	5.00
Uktena Wyrmfoe	R	4.00	6.00
Walks-with-Might	R	3.00	5.00
Wyrm Slayer, Ronin Garou	R	3.00	5.00
Yuri Tvarivich	UR	25.00	35.00

UMBRA EXPANSION

WHITE WOLF–1995

Full Set (90 cards including 5 ultra-rare chase cards) $70.00 – 125.00

Booster Pack (12 cards)		1.50	2.50
Booster Box (36 packs)		50.00	85.00
Common cards		.05	.30
Uncommon cards		.50	1.00
Unlisted Rare cards		1.00	2.00
Amanda Withers-in-Sun	R	1.50	2.50
Banishment by the Council	R	2.50	3.50
Battleground, The	UR	10.00	18.00
Bjorn-Blood-from-Stone	R	1.50	2.50
Cassandra Shadow-Watcher	R	1.50	2.50
Dreamspeaker Mage	R	3.00	5.00
Dr. S. "Mindbender" Garrison	R	1.50	2.50
Faerie Armor	R	1.50	2.50
Flux	UR	10.00	18.00
Heart of Midnight	R	2.50	3.50
Ka Spirit	R	1.50	2.50
Laughs-at-Death	R	1.50	2.50
Legendary	UR	10.00	18.00
Naomi	R	1.50	2.50
Nexus Crawler	R	2.50	3.50
Nightmaster	R	1.50	2.50
Pangea	UR	10.00	18.00
Petrov Tzarovitch	R	1.50	2.50
Rite of Realm Binding	R	1.50	2.50
Runs-without-Pack	R	1.50	2.50
Shakey Mac	R	2.00	3.00
Summer Country	UR	10.00	18.00
Umbral Wave	R	2.00	3.00
Wahya-Ohni	R	1.50	2.50
Wyldstorm	R	2.50	3.50

WYRM EXPANSION

WHITE WOLF–1995

Full Set (186 cards including 6 ultra-rare chase cards) $150.00 – 175.00

Booster Pack (15 cards)		2.00	2.50
Booster Box (24 packs)		45.00	60.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	3.00
Alonzo Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Breath of the Defiled	R	3.00	5.00
Caern of Rytthiku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Count Vladimir Rustovich	UR	25.00	40.00
Cult Leader	R	2.00	4.00
Enticer	R	3.00	5.00
FBI Investigation	R	2.00	4.00
General, The	R	4.00	6.00
Heart Breaker	R	3.00	5.00
Incarna Avatar	R	2.00	4.00
Kiss of the Wyrm	R	3.00	5.00
Longtooth Soulkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Mage's Talisman	R	5.00	7.00
Malfess	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Pentex Executive & Limousine	R	2.00	4.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Red-Headed Stepchild	R	3.00	5.00
Rent Assunder	R	3.00	5.00
Spiritual Revelation	R	2.00	4.00
Taannik	R	3.00	5.00
T.F. MacNeil	R	3.00	5.00
Totem Form	R	2.00	4.00
Trinity Hive Caern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zhyznak	UR	12.00	20.00

WAR OF THE AMAZON EXPANSION

WHITE WOLF–1996

Full Set (140 cards including 5 ultra-rare chase cards) $100.00 – 150.00

Booster Pack (10 cards)		1.75	2.00
Booster Box (24 packs)		40.00	48.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	2.50
Atahualpa, Blood of the Incas	R	2.00	4.00
Barnaby Shadrack	R	3.00	5.00
Battle Fervor	R	2.00	4.00
Black Claw	R	3.00	5.00
Breath of Fire	R	2.00	4.00
Conquistador's Sword	UR	12.00	20.00
Dorado Realm	UR	12.00	20.00
El Dorado	UR	12.00	20.00
Fancy Footwork Combat	R	2.00	4.00
Joseph Herlech	UR	12.00	20.00
Lost in the Jungle	R	2.00	4.00
Mantle of El Dorado	R	4.00	6.00
Rocket Launcher	R	2.00	4.00
Sept of Gold	UR	12.00	20.00
Sky River	R	2.00	4.00
Spirit Backlash	R	2.00	4.00
Stand Like A Fool	R	2.00	4.00
Swift Reconnaissance	R	2.00	4.00
Tremere Warlock	R	2.00	4.00

LEGACY OF THE TRIBES EXPANSION

WHITE WOLF–1996

Full Set (215 cards including 5 ultra-rare chase cards) $125.00 – 175.00

Booster Pack (10 cards)		1.75	2.00
Booster Box (24 packs)		40.00	48.00
Common cards		.05	.30
Uncommon cards		.50	2.00
Unlisted Rare cards		1.50	2.50
Anubis Stone	R	2.00	4.00
Austere Temple	R	3.00	5.00
Black Room, The	R	2.00	4.00
Ciran Far-Traveler	R	3.00	5.00
Dark Moon's Femur	R	2.00	4.00
Flamethrower	R	3.00	5.00
Frankweiler Sword	R	3.00	5.00
Giant Dogs Besiege City!	R	2.00	4.00
Gloom-at-Midnight	UR	12.00	20.00
Grandfather Bannion	R	2.00	4.00
Gungnir	R	2.00	4.00
Harmon Truefriend	R	2.00	4.00
Howls Like Thunder	R	3.00	5.00
John Hidden-Moon	R	2.00	4.00
Jorge Bolivar	UR	12.00	20.00
Joseph Roars-as-Bull	R	2.00	4.00
King Albrecht	R	4.00	6.00
Litany's Guidance, The	R	2.00	4.00
Margrave Knietzko	R	3.00	5.00
Mari Cabrah	R	2.00	4.00
Markus Rage-Like-Fire	R	3.00	5.00
Modi Votishal	UR	12.00	20.00
Monster Joe's Truck-n-Tow	R	2.00	4.00
Nwindo Moonsilver	R	12.00	20.00
Orb of the Umbra	UR	2.00	4.00
Pandora's Box	R	2.00	4.00
Passive Aggression	R	2.00	4.00
Questor	R	2.00	4.00
Revilement	R	2.00	4.00
Rheya Wrath-of-Heaven	UR	12.00	20.00
Roofwalker	R	2.00	4.00
Silver Crown, The	R	3.00	5.00
Spirit Circle	R	3.00	5.00
Stalks-Death	R	3.00	5.00
Tabula Rasa	R	2.00	4.00
Tambertail's Heart	R	3.00	5.00
Thunder's Gauntlet	R	3.00	5.00
Tibetan Monastary	R	3.00	5.00
Tracker-by-Moonlight	R	2.00	4.00
War Lodge	R	3.00	5.00
Web Drive Interface	R	2.00	4.00
William Wallace's Bones	R	2.00	4.00
Wyldkin Kami	R	2.00	4.00
Zmei	R	3.00	5.00

SHADOWFIST

DAEDALUS GAMES–1995

Full Limited Set (323 cards)	$200.00	275.00
Full Standard Set (324 cards)	200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (38 packs)	85.00	110.00

Limited & Standard are same price.

Draco	R	8.00	12.00
Homo Omega	R	10.00	15.00
Kinoshita House	R	5.00	8.00
Soul Maze	R	5.00	8.00
Zheng Yi Quan	R	10.00	15.00

NETHERWORLD EXPANSION

DAEDALUS GAMES–1995

Full Set (134 cards)	$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Furious George	R	6.00	8.00
Ice Pagoda	R	5.00	8.00
Ice Shards	R	6.00	8.00
Ting Ting	R	10.00	15.00
Ze Botelho	R	5.00	8.00

FLASHPOINT EXPANSION

[illegible] 1996

Full Set (145 cards)	$90.00	140.00
Booster Pack (8 cards)	1.50	1.75
Booster Box (30 packs)	45.00	50.00

STAR TREK

FLEER/SKYBOX–1996

Full Set (308 cards)	$175.00	250.00
Starter Deck (65 cards)	8.00	10.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	75.00	110.00
Unlisted Common cards	.05	.25
Unlisted Uncommon cards	.50	1.50
Unlisted Rare cards	2.00	4.00

The VC rarity denotes Very Common cards found in every starter deck.

Ambassador Robert Fox	VR	4.00	6.00
Android Duplicate!	VR	4.00	6.00
Boot Scene	R	3.00	5.00
Captain James T. Kirk	VC	.15	.50
Captain John Christopher	U	.50	1.50
"City on the Edge of Forever, The" (M)	U	1.00	2.00
Commander Spock	VC	.15	.50
Commodore Jose Mendez	VR	4.00	6.00
Cultural Envoy	VR	5.00	7.00
Decisive Action	R	4.00	6.00
Default Discovery	VC	.15	.50
Default Mission	VC	.15	.50
Default Plot	VC	.15	.50
Dikironium Cloud Creature	VR	4.00	6.00
Dr. Elizabeth Dehner (Challenge)	VR	4.00	6.00
Dr. Leonard H. "Bones" McCoy	VC	.15	.50
Dr. Mark Piper	R	3.00	5.00
Edge of the Galaxy	VR	6.00	8.00
Edith Keeler, 20th Century Reformer	VR	6.00	9.00
Ensign Pavel A. Chekov	U	1.50	3.00
Former Love	VR	4.00	6.00
Former Rival Finnegon	VR	4.00	6.00
Galactic High Commissioner Ferris	VR	4.00	6.00
Genghis Khan	U	1.50	2.50
"I'm a Doctor, Not a . . ."	VR	8.00	12.00
Kahless	R	3.00	5.00
Keeper, The	VR	4.00	6.00
Khan Noonien Singh	R	4.00	7.00
Klingon Sniper	VR	4.00	6.00
Landru	R	3.00	5.00
Lieutenant Alden	R	5.00	8.00
Lieutenant Commander G. Mitchell (Challenge)	VR	5.00	7.00
Lieutenant Commander Montgomery Scott	U	1.50	3.00
Lieutenant Hikaru Sulu	U	1.50	3.00
Lieutenant Kyle	VR	5.00	8.00
Lieutenant Marla McGivers	VR	4.00	7.00
Lieutenant Thom Parham	VR	5.00	8.00
Lieutenant Uhura	U	1.50	3.00
M-113 Monster (Crewman Green Form)	VR	4.00	7.00
M-113 Monster (Natural Form)	VR	7.00	10.00
Mara	U	1.50	2.50
Melkotians	U	1.50	2.50
Metron	R	4.00	6.00
Miraculous Recovery	R	3.00	5.00
Nomad	VR	4.00	6.00
Nurse Christine Chapel	U	1.00	2.50
Oddly Familiar Culture	R	3.00	5.00
Organian Council of Elders	VR	4.00	7.00
Report to the Bridge!	R	3.00	5.00
Romulan Cloaking Device	R	3.00	5.00
Samuel T. Cogley, Attorney	VR	4.00	6.00
Slingshot Effect	VR	4.00	6.00
S.S. Fesarius	VR	4.00	7.00
Starbase 11	R	3.00	4.00
Talos IV	VR	4.00	7.00
Tantalus Chamber	VR	4.00	6.00
Thasians	VR	4.00	6.00
Time Travel	R	3.00	5.00
Transporter Duplicate	VR	4.00	6.00
Transporter, Fully Energized	R	3.00	5.00
Trelane	C	.50	1.00
Turnabout Intruder	VR	4.00	6.00
U.S.S. Enterprise	VC	.15	.50
Vina, the Orion Dancer	R	3.00	5.00
Yeoman Janice Rand	U	1.00	2.00
Yeoman Martha Landon	R	2.00	4.00

STARFLEET MANEUVERS EXPANSION

FLEER/SKYBOX–1997

Full Set (160 cards)	$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	85.00	100.00

STAR TREK: THE NEXT GENERATION LIMITED

FLEER/SKYBOX–1997

Full Set (363 cards)	$500.00	800.00
Starter Deck (60 cards)	12.00	20.00
Starter Box (12 decks)	125.00	225.00
Booster Pack (15 cards)	6.00	9.00
Booster Box (36 packs)	200.00	310.00
Unlisted Common cards	.15	.50
Unlisted Common Personnel cards	.60	1.25

Cards are black-bordered.

Albert Einstein	R	6.00	10.00
Alexander Rozhenko	U	1.25	2.00
Alidar Jarok	R	4.00	6.00
Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	5.00	8.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amaria	U	1.25	2.00
Ancient Computer	R	5.00	8.00
Anti-Time Anomaly	R	6.00	8.00
Armus–Skin of Evil	R	8.00	10.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	18.00
Barclay's Protoplasmic Disease	R	6.00	8.00
Betazoid Gift Box	R	10.00	15.00
Beverly Crusher	R	20.00	30.00
Bochra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crasis	R	10.00	15.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.00	5.00
Cytherians	R	5.00	8.00
Data	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Devinoni Ral	U	1.50	2.50
Devoras	R	7.00	10.00
Distortion Field	U	1.50	2.50
Distortion of...Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	8.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Selar	U	1.50	2.50
Dukath	C	1.50	2.50
Duras	R	10.00	15.00
El-Adrel Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etana Jol	U	1.50	2.50
Evacuation	U	1.50	2.50
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	3.00	4.00
Explore Dyson Sphere	R	3.00	4.00
Explore Typhone Expanse	R	3.00	4.00
Expose Covert Supply	U	1.50	2.50

• PRICE NOT AVAILABLE

Extraction	R	.4.00	6.00
Federation Outpost	C	1.25	2.00
Fek'lhr	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R		20.00
30.00			
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	20.00
Gravitic Mine	U	1.50	2.50
Haakona	R	7.00	10.00
Hannah Bates	U	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horga'hn	R	8.00	12.00
Hugh	R	10.00	15.00
Hunt for DNA Program	R	3.00	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	6.00	8.00
I.K.C. Hegh'ta	R	5.00	8.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	6.00	8.00
I.K.C. Qu'Vat	R	6.00	8.00
Iconia Investigation	R	3.50	5.00
Incoming Message–Federation	U	3.25	4.00
Incoming Message–Klingon	U	2.25	3.00
Incoming Message–Romulan	U	2.25	3.00
Interphase Generator	R	8.00	12.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00
Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek–Info Broker	R	5.00	8.00
Jean-Luc Picard	R	35.00	50.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
Kahless	R	8.00	12.00
Kargan	R	5.00	8.00
K'Ehleyr	R	5.00	8.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	7.00	10.00
Khitomer Research	R	3.50	5.00
Kivas Fajo–Collector	U	2.25	3.00
Klingon Death Yell	R	5.00	8.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Ktarian Game	R	4.00	6.00
Kurak	R	7.00	10.00
Kurlan Naikos	R	8.00	12.00
Kurn	R	8.00	12.00
K'Vada	U	1.25	2.00
L'Kor	U	1.25	2.00
Leah Brahms	R	7.00	10.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	9.00	15.00
Lore's Fingernail	R	8.00	12.00
Lursa	R	10.00	15.00
Lwaxanna Troi	R	10.00	18.00
McKnight	C	1.50	2.50
Medical Relief	R	3.00	5.00
Medical Tricorder	C	1.25	2.00
Mendak	R	5.00	8.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	6.00	10.00
Mot the Barber	U	1.50	2.50
Movar	U	1.50	2.50
Nagilum	R	5.00	8.00
Narik	C	2.25	3.00
Near-Warp Transport	U	1.25	2.00
Neela Daren	R	7.00	10.00
Neural Servo Device	U	1.50	2.50
New Contact	R	3.00	5.00
Nikolai Rozhenko	U	1.50	2.50
Nitrium Metal Parasites	U	2.25	3.00
Norah Satie	U	1.50	2.50
Nu'Daq	U	1.50	2.50
Null Space	U	1.50	2.50
Nutational Shields	U	1.25	2.00
N'Vek	U	1.25	2.00
Ocett	U	2.25	3.00
Pardek	U	2.25	3.00
Parem	U	1.50	2.50
Pegasus Search	R	3.00	5.00
Pi	R	6.00	8.00
Plunder Site	U	1.50	2.50
Portal Guard	U	1.25	2.00
Q	R	10.00	18.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00
Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00
Restore Errant Moon	U	2.25	3.00
Richard Galen	R	6.00	10.00
Riva	U	1.50	2.50
Ro Laren	R	10.00	15.00
Roga Danar	R	10.00	15.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.00	5.00
Satalik	R	6.00	8.00
Secret Salvage	U	1.50	2.50
Seek Life-form	R	3.50	5.00
Selo	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelby	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sima Kolrami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.00	5.00
Study Lanka Pulsar	R	3.00	5.00
Study Nebula	R	3.00	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
Taibak	U	1.25	2.00
Tam Elbrun	R	8.00	12.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	18.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	8.00	12.00
Time Travel Pod	R	8.00	12.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torax	U	1.50	2.50
Tovol	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uthat	R	8.00	12.00
T'Pau	U	1.50	2.50
Transwarp Conduit	U	1.25	2.00
Traveler, The: Transcendence	U	2.25	3.00
Tsialkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Britain	R	7.00	10.00
U.S.S. Enterprise	R	25.00	35.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	7.00	10.00
U.S.S. Phoenix	R	7.00	10.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vagh	U	1.50	2.50
Varon-T Disruption	R	10.00	15.00
Vash	R	8.00	10.00
Vulcan Mnemonic	C	.25	2.00
Vulcan Stone of Gol	R	8.00	12.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	15.00	25.00
William T. Riker	R	18.00	30.00
Wind Dancer	R	4.00	6.00
Worf	R	20.00	30.00
Wormhole Negotiations	R	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER–1995

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	100.00
Booster Pack (15 cards)	2.25	3.00
Booster Box (36 packs)	75.00	100.00

Cards are white-bordered.

Single cards are worth 25 to 35% of limited equivalents.

ALTERNATE UNIVERSE EXPANSION

DECIPHER–1995

Full Set (122 cards, not including "Future Enterprise")	$80.00	135.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Unlisted Common cards	.05	.30
Unlisted Common Personnel cards	.50	1.25
Unlisted Uncommon cards	1.00	2.50
Unlisted Rare cards	3.00	5.00
Beverly Picard	R 9.00	12.00
Brute Force	R 4.00	6.00
Cryosatellite	R 4.00	6.00
Data's Head	R 6.00	8.00
Devidian Doorway	R 4.00	6.00
FGC-47 Research	R 4.00	6.00
Future Enterprise	UR 80.00	125.00
Gomtuu	R 4.00	6.00
Governor Worf	R 10.00	15.00
Iconian Gateway	R 4.00	6.00
Lakanta	U 1.50	3.00
Lt. (j.g.) Picard	U 2.00	4.00
Major Rakal	R 4.00	6.00
Reunion	R 4.00	6.00
Samuel Clemens' Pocketwatch	R 4.00	6.00
Tasha Yar-Alternate	R 7.00	10.00
U.S.S. Enterprise-C	R 10.00	15.00

Q CONTINUUM EXPANSION

DECIPHER–1996

Full Set (121 cards)	$120.00	140.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Common Cards	.05	.25
Uncommon Cards	.50	1.50
Unlisted Rare Cards	2.00	4.00

Arbiter of Succession	R	4.00	6.00
Blade of Tkon	R	4.00	6.00
Canar	R	4.00	6.00
Data's Body	R	5.00	8.00
Doppleganger	R	4.00	6.00
Galen	R	8.00	12.00
IKC Mabt-R'a	R	3.00	5.00
Juliana Tainer	R	3.00	5.00
Katherine Pulaski	R	5.00	8.00
Klingon Civil War	R	3.00	5.00
Lal	R	4.00	6.00
Lemon-Aid	R	4.00	6.00
Madam Guinan	R	8.00	12.00
Manheim's Dimensional Door	R	4.00	6.00
Mona Lisa	R	4.00	6.00
Mortal Q	R	4.00	6.00
Mr. Homn	R	3.00	5.00
Nick Locarno	R	4.00	6.00
Sheliak, The	R	4.00	6.00
Terix	R	4.00	6.00
USS Stargazer	R	4.00	6.00
Yuta	R	6.00	9.00

STAR WARS–LIMITED EDITION

DECIPHER–1995

Full Set (324 cards)	$375.00	475.00
Starter Deck (60 cards)	9.00	10.00
Starter Deck Box (10 decks)	90.00	100.00
Booster Pack (15 cards)	3.00	3.50
Booster Box (36 packs)	95.00	120.00
Unlisted Common cards	.10	.40

Cards are black-bordered.

A Disturbance in the Force	U	1.50	2.50
Admiral Motti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
A Tremor in the Force	U	1.50	2.50
Bantha	U	1.00	2.00
Beggar	R	5.00	8.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	3.00	5.00
Black 2	R	6.00	11.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	5.00	8.00
BoShek	U	1.50	2.50
C-3PO	R	18.00	36.00
Caller	U	1.00	2.00
Cantina Brawl	R	5.00	8.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	6.00	9.00
Colonel Wullf Yularen	U	1.50	2.50
Commander Praji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	5.00	9.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	6.00	9.00
Darth Vader	R	35.00	55.00
Dathcha	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil.Corr.	U	1.50	2.50
Death Star Plans	R	5.00	8.00
Death Star Sentry	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00
Demotion	R	2.00	4.00
Devastator	R	12.00	22.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djas Puhr	R	2.00	4.00
Don't Get Cocky	R	5.00	8.00
Dr. Evazan	R	3.00	5.00
DS-61-2	U	1.50	2.50
DS-61-3	R	7.00	10.00
Dutch	R	7.00	10.00
EG-6	U	1.00	2.00
Elis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Feltipern Trevagg	U	1.50	2.50
Figrin D'an	U	1.00	2.00
5D6-RA-7	R	5.00	8.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garindan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	3.00	5.00
Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	15.00	22.00
Gravel Storm	U	1.00	2.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Han Seeker	R	3.00	5.00
Han Solo	R	25.00	42.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
How Did We...this Mess?	U	1.00	2.00
Hydroponics Station	U	1.00	2.00
I Find Your...Disturbing	R	4.00	6.00
I Have You Now	R	2.00	4.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	2.00	3.00
Into...Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	7.00	10.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
Kabe	U	1.50	2.50
Kal'Falnl C'ndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kirik Keed'kak	R	5.00	8.00
K'lor'slug	R	4.00	6.00
Krayt Dragon Howl	R	5.00	8.00
Labria	R	2.00	4.00
Laser Projector	U	1.00	2.00
Lateral Damage	R	2.00	4.00
Leesub Sirin	R	2.00	4.00
Leia Organa	R	25.00	42.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00

price guide

WENT UP | WENT DOWN | HEAVILY TRADED

price guide

Luke Skywalker	R	25.00	42.00
Millennium Falcon	R	20.00	32.00
Nabrun Leids	U	1.00	2.00
Never Yalnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	25.00	40.00
Obi-Wan's Cape	R	6.00	10.00
Obi-Wan's Lightsaber	R	6.00	10.00
Observation Holocam	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	5.00	8.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetess	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red Leader	R	6.00	10.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	7.00	10.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
Send a Detachment Down	R	5.00	8.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sunsdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine, Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	.50	.75
Tonnika Sisters	R	6.00	10.00
Traffic Control	U	1.00	2.00
Trinto Dasba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	3.00	5.00
Tusken Breath Mask	U	1.50	2.50
2X-3KPR	U	1.50	2.50
Ubrel	R	5.00	8.00
Umak	R	5.00	8.00
Vader's Custom TIE	R	10.00	18.00
Vader's Eye	R	5.00	8.00
Vader's Lightsaber	R	8.00	12.00
Warrior: Courage	P	2.00	4.00
Wise & Powerful, Threepio	R	5.00	8.00
Wise & Powerful, Threepio	R	2.00	4.00
Wise & Powerful, Threepio	R	2.00	4.00
Wookiee	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Yavin	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massassi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	5.00	8.00
Yavin Sentry	U	1.00	2.00
Yerko Mug	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers...Old Man	R	4.00	6.00

STAR WARS–UNLIMITED EDITION

PARKER BROTHERS/DECIPHER–1996

Full Set (330 cards including 6 new, exclusive cards) ..... $300.00 ... 400.00
Starter Dual Deck (120 cards) ... 15.00 ... 20.00
Starter Box (5 dual decks) ..... 70.00 ... 100.00
Booster Pack (15 cards) ..... 2.50 ..... 3.50
(Booster Packs are found one per dual deck.)
Cards are white-bordered.
Single cards are worth 25 to 35% of limited equivalents.

A NEW HOPE EXPANSION

DECIPHER–1996

Full Set (162 cards) ..... $200.00 ... 250.00
Booster Pack (15 cards) ..... 2.50 ... 3.50
Booster Box (36 packs) ..... 75.00 ... 110.00
Unlisted Common cards ..... .10 ..... .30

Advance Preparation	U	1.00	2.00
Alternatives to Fighting	U	1.00	2.00
Astromech Shortage	U	.75	1.50
Attack Run	R	4.00	6.00
Besieged	R	2.00	3.00
Black 4	U	1.00	2.00
Bowcaster	R	2.00	3.00
Braniac	R	12.00	20.00
Captain Khurgee	U	1.00	2.00
Cell 2187	R	5.00	8.00
Chewbacca	R	12.00	20.00
Clak'dor VII	R	3.00	5.00
Commander Vandeen Willard	U	.75	1.50
Commence Primary Ignition	R	3.00	5.00
Commence Recharging	R	2.00	4.00
Conquest	R	10.00	16.00
Corellia	R	5.00	8.00
Dannik Jerriko	R	4.00	6.00
Danz Borin	U	.75	1.50
Dark Waters	R	2.00	3.00
Death Star	R	10.00	16.00
Death Star Tractor Beam	R	2.00	4.00
Death Star: Conference Room	U	1.00	2.00
Death Star: Trench	R	3.00	5.00
Dejarik Hologame Board	R	5.00	10.00
Dianoga	R	2.00	4.00
Dokk Na'ts	U	.75	1.50
Double Agent	R	2.00	4.00
DS-61-4	R	2.00	4.00
Evader	U	1.00	2.00
Fire Extinguisher	U	.75	1.50
Garouf Lafoe	U	.75	1.50
Gold 2	U	1.50	2.50
Greedo	R	12.00	20.00
Hem Dazon	R	6.00	8.00
Het Nkik	U	.75	1.50
Hunchback	R	6.00	8.00
Hyperwave Scan	U	1.00	2.00
Hypo	R	5.00	8.00
I'm Here to Rescue You	U	1.00	2.00
I'm On the Leader	R	5.00	8.00
Ickabel G'ont	U	.75	1.50
Imperial Holotable	R	4.00	7.00
Informant	U	1.00	2.00
IT-0	R	4.00	7.00
Kiffex	R	4.00	6.00
Krayt Dragon Bones	U	1.00	2.00
Laser Gate	U	.75	1.50
Leia Seeker	R	2.00	4.00
Let the Wookie Win	R	5.00	8.00
Lirin Car'n	U	.75	1.50
Logistical Delay	U	.75	1.50
Lt. Shann Childsen	U	1.00	2.00
Luke's Cape	R	6.00	8.00
Luke's Hunting Rifle	U	1.00	2.00
M-HYD Binary Droid	U	1.00	2.00
Magnetic Suction Tube	R	2.00	3.00
Magnetic Suction Tube	R	2.00	3.00
Maneuver Check	R	2.00	3.00
Mosep	U	.75	1.50
Motti Seeker	R	2.00	3.00
Nalan Cheel	U	.75	1.50
Out of Commission	U	.75	1.50
Program Trap	U	1.00	2.00
R2-D2	R	10.00	20.00
R3-T6	R	6.00	8.00
Red 2	R	7.00	10.00
Red 5	R	10.00	15.00
Red 6	U	2.00	3.00
Reegesk	U	.75	1.50
Reserve Pilot	U	1.00	2.00
Retract the Bridge	R	5.00	8.00
Rogue Bantha	U	1.00	2.00
Sabotage	U	1.00	2.00
Sandcrawler: Droid Junkheap	R	5.00	8.00
Sandcrawler: Loading Bay	R	5.00	8.00
Scanner Techs	U	1.00	2.00
Sensor Panel	U	1.00	2.00
Sniper	U	1.00	2.00
Sorry About the Mess	U	1.00	2.00
Spice Mines of Kessel	R	5.00	8.00
Superlaser	R	4.00	6.00
SW-4 Ion Cannon	R	2.00	4.00
Tantive IV	R	10.00	16.00
Tatooine: Bluffs	R	5.00	8.00
Tech Mo'r	U	.75	1.50
Tentacle	C	.75	1.50
There'll be Hell to Pay	U	.75	1.50
They're on Dantooine	R	5.00	8.00
This is Some Rescue!	U	1.00	2.00
TIE Assault Squadron	U	2.00	3.00
Tiree	U	1.00	2.00
Tractor Beam	U	1.00	2.00
Trooper Davin Felth	R	2.00	4.00
Tzizvvt	R	2.00	3.00
U-3P0	R	5.00	8.00
Undercover	U	.75	1.50
Undercover	U	1.00	2.00
URoRRuR'R'R	U	.75	1.50
URoRRuR'R'R's Hunting Rifle	U	.75	1.50
Victory Class Star Destroyer	U	2.00	4.00
WED15-17 'Septoid' Droid	U	.75	1.50
Wedge Antilles	R	12.00	20.00
What're You ... On Us?	U	.75	1.50
Wookie Roar	R	5.00	8.00
Y-wing Assault Squadron	U	1.00	2.00
Yavin 4: Briefing Room	U	1.00	2.00
Yavin 4: Massassi Ruins	U	1.00	2.00
You're All Clear Kid!	R	5.00	8.00

EMPIRE STRIKES BACK: HOTH EXPANSION

DECIPHER–1996

Full Set (162 cards) ..... $200.00 ... 250.00
Booster Pack (15 cards) ..... 2.50 ... 3.50
Booster Box (36 packs) ..... 75.00 ... 100.00
Common cards ..... .10 ..... .30
Unlisted Uncommon Cards ..... .75 ..... 1.25

2-1B	R	5.00	7.00
Admiral Ozzel	R	5.00	7.00
Anakin's Lightsaber	R	8.00	12.00
Artillery Remote	R	3.00	5.00
AT-AT Cannon	U	1.50	2.50
Atgar Laser Cannon	U	1.00	2.00
Bacta Tank	R	2.00	4.00
Blizzard 1	R	6.00	12.00
Blizzard 2	R	3.00	5.00
Blizzard Scout 1	R	5.00	7.00
Blizzard Walker	U	1.00	2.00
Captain Piett	R	3.00	5.00
Collapsing Corridor	R	2.00	4.00
Cmdr. Luke Skywalker	R	15.00	26.00
Concussion Grenade	R	5.00	8.00
Dack Ralter	R	2.00	4.00
Death Mark	R	5.00	7.00
Death Squadron	U	1.50	2.50
Debris Zone	R	2.00	4.00
Disarming Creature	R	5.00	7.00
Dual Laser Cannon	U	1.00	2.00
Echo Base Operations	R	2.00	4.00
Frozen Dinner	R	5.00	7.00
Furry Fury	R	2.00	4.00
General Carlist Rieekan	R	3.00	5.00
General Veers	R	6.00	10.00
Golan Laser Battery	U	1.00	2.00
High Anxiety	R	5.00	8.00
Hoth: Wampa Cave	R	2.00	4.00
I Thought They Smelled Bad	R	5.00	7.00
Image of the Dark Lord	R	2.00	4.00
K-3P0	R	5.00	7.00
Lightsaber Deficiency	U	1.00	2.00
Major Bren Derlin	R	2.00	4.00
Meteor Impact?	R	5.00	7.00
Mournful Roar	R	6.00	9.00
Planet Defender Ion Cannon	R	3.00	5.00
R-3PO	R	2.00	4.00
Responsibility of Command	R	5.00	7.00
Rogue 1	R	8.00	14.00
Rogue 2	R	3.00	5.00
Rogue 3	R	6.00	9.00
Rug Hug	R	5.00	7.00
Scruffy-Looking Nerf Herder	R	2.00	4.00
Snowspeeder	U	1.00	2.00
Surface Defense Cannon	R	3.00	5.00
Stalker	R	10.00	16.00
Tactical Support	R	2.00	4.00
Target The Main Generator	R	2.00	4.00
The First Transport Is Away!	R	6.00	11.00
This Is Just Wrong	R	5.00	7.00
Trample	R	5.00	7.00
Tyrant	R	10.00	16.00
Wampa	R	3.00	5.00
Weapon Malfunction	R	5.00	7.00
Wes Janson	R	3.00	5.00
Who's Scruffy-Looking	R	5.00	7.00
Yaggle Gakkle	R	2.00	4.00
You Have Failed Me...	R	5.00	7.00
You Will Go to Dagobah...	R	6.00	9.00
Zev Senesca	R	2.00	4.00

WILDSTORMS

WildStorm Productions–1996

Full Set (315 cards) ..... $250.00 ... 350.00
Starter Deck (60 cards) ..... 7.00 ..... 9.00
Starter Box (12 decks) ..... 75.00 ... 95.00
Booster Pack (15 cards) ..... 2.00 ..... 2.50
Booster Box (36 packs) ..... 70.00 ... 85.00

Lynch	R	8.00	12.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	8.00	12.00
Second Wind	R	4.00	8.00

CONFLICT! EXPANSION

WildStorm Productions–1996

Full Set (150 cards) ..... $80.00 ... 100.00
Booster Pack (15 cards) ..... 2.00 ..... 2.25
Booster Box (36 packs) ..... 70.00 ... 80.00

Angela	UR	10.00	15.00
Ash	UR	8.00	12.00
Avengelyne	UR	10.00	15.00
Caitlin Fairchild	UR	10.00	15.00
Coda Voodoo	UR	8.00	12.00
Glory	UR	8.00	12.00
Homage Studios	UR	8.00	12.00
Mindblast	R	5.00	8.00
Rainmaker	UR	8.00	12.00
Recharging The Deck	R	4.00	7.00
Roxy "Freefall"	UR	10.00	15.00
Timeline Manipulator	R	5.00	8.00

THE X-FILES

[illegible] Productions–1996

Full Set (334 cards) ..... • ..... •
Starter Deck (60 cards) ..... 9.00 ... 10.00
Starter Box (12 decks) ..... 90.00 ... 110.00
Booster Pack (15 cards) ..... 2.50 ..... 3.00
Booster Box (36 packs) ..... 85.00 ... 100.00
Common cards ..... .05 ..... .30
Uncommon cards ..... .75 ..... 1.50
Rare cards ..... 3.00 ..... 6.00
Fixed cards ..... .25 ..... .75

Agent Alex Krycek	UR	15.00	25.00
Agent Fox Mulder	UR	20.00	35.00
Agent Dana Scully	UR	20.00	35.00
Assistant Director Walter Skinner	UR	18.00	30.00
Counterintelligence Measures	UR	12.00	20.00
Dana Scully Abducted	UR	18.00	30.00
Deep Throat	UR	18.00	30.00
Lone Gunman, The	UR	12.00	20.00
No One So Paranoid	PR	20.00	30.00
Skinner Chooses a Side	UR	10.00	15.00
X	UR	18.00	30.00

XXXENOPHILE

SLAG-BLAH! ENTERTAINMENT–1996

Full Set (270 cards) ..... $125.00 ... 175.00
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InQuest PLAYERS GUIDE HANDBOOK

What you need to know about the *InQuest Magic* Players Guide

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with up to two other collectible card games in the Players Guide Spotlight.

SAMPLE LISTING

chosen color to your ma... ...add 6 to your mana pool. 1/1.
Rabid Wombat SC U ●●● KFo G62 LG, CH
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.
Radjan Spirit SC U ●●● CRu G3 LG,4th
T: Target creature loses flying ability until turn ends. 3/2.
Rampant Growth SOR C ●●● PMo G1 MG
Search your library for a basic land card and put it into play, tapped.
• Rebirth SOR R ●● MTe GG3 LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.
Regeneration EC C ●● Multi G1 A,B,U,R,4TH,JA,MG
G: Target creature regenerates. Artists: QHo, CGi (Mirage).
• Regrowth SOR U ●●●●● DWi G1 A,B,U,R
Bring a card from your graveyard into your hand.
Reincarnation INS U ●●● EBe GG1 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.
Renewal SOR C ● KFo G2 HL
Sacrifice a land to search your library and put a basic land into play.

turn. No creatures ...
controller's next upk...
Spore Flower
Put a counter on Flow...
Flower to prevent cre...
Stalking Tiger
Stalking Tiger cannot b...
Stampede
All attacking creatures ...
Storm Seeker
Do 1 point of damage t...
Stream of Life
Target player gains X l...
Stunted Growth
Target player must pu...
Subdue
Target deals 0 damag...
Superior Numbers
Destroy creature...

Radjan Spirit is an uncommon creature that has a three power rating and was painted by Christopher Rush. Its casting cost is one green and three generic mana; it's available in *Legends* and Fourth Edition. Its power/toughness is 3/2 and you can tap it to make a creature lose flying until end of turn. How do we know all that? Because our lord Asmodeus told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Asmodeus had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in Type I (classic) tournaments. And banned cards, well, are a no-no for tournaments.

A
B
C
D
E
F
G
H
: Remove the bands with other ability from target creature until end of turn.
Leave a bowl of milk on your doorstep each night for the brownies, or they'll cause you no end of mischief.

SHELKIN BROWNIE CARD DESCRIPTION

- **A** — Card Name.
- **B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- **C** — Description. The description of exactly what the card can do.
- **D** — Flavor Text. A funny or informative quote, usually historical in nature.
- **E** — Artist.
- **F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- **G** — Expansion Symbol. This tells you what set the card belongs to; in the Brownie's case, the column symbol means he's from the *Legends* set.
- **H** — Power/Toughness. Only for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in the *Magic* players guide, cards are either common, uncommon or rare. We've got a real simple abbreviation system for those words—check it out below.

C Common
They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

••••• Five Stars. The best...and this time we really mean it. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments, and for good reason. We're talking power cards like Black Lotus and Time Walk, as well as incredibly efficient cards like Disenchant, Lightning Bolt and Erhnam Djinn.

•••• Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of really useful cards that you don't necessarily want to use all the time. Necropotence is a great card, but it really only works in a couple of types of decks. The best sideboard cards (Anarchy, Gloom, Pyroclasm) fall into the four-star category due to their specialized nature.

••• Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks. There are some cards in this category you'll occasionally see in tournament decks, but usually not all that often. Spells like Flying Carpet, Desert Twister and Mana Flare and creatures like Ghost Ship, Dwarven Warriors and Thicket Basilisk are good examples of average cards.

•• Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play. Two-star cards rarely appear in tournament decks. Some good examples of two-star cards are Pit Scorpion, Fog and Goblin Hero.

• One Star. The cream of the crap, these are the cards that few people use if they have any goal of winning. While some of these cards may have some use in some warped game environment (like Sorrow's Path), they're generally all around useless unless put in a VERY specific deck. Unless you've got a specific theme in mind, these cards aren't worth your trouble.

— Inapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAl
Asplund-Faith, Randy	RAF
Avon, John	JAv
Barah, Julie	JBa
Beard, Edward Jr.	EBe
Beel, Stuart	SBe
Benson, Melissa	MBe
Bishop, Kristen	KBi
Bliss, Robert	RBl
Bolton, John	JBo
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Cherry, David A.	DCh
Chippy	Ch
Coulthart, John	JCo
Danforth, Liz	LDa
Darrow, Geof	GDa
Davidson, Al	ADa
Detwiler, Denise	DDe
Dom!	Dom
Donohoe, William	WDo
Dringenberg, Mike	MDr
Eggleton, Bob	BEg
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Fischer, Scott	SFi
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Fricker, Uma	UFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Gianni, Tom	TGi
Gillespie, Charles	CGi
Ginocala, Donato	DGi
Grace, Gerry	GGr
Gregory, D. Alexander	DAG
Griffin, Stuart	SGi
Guay, Rebecca	RGu
Hampton, Justin	JHa
Heyer, Carol	CHe
Ho, David	DHo
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jock	JO
Johnson, Kari	KJo
Johnston, Janine	JJo
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
King, Hannibal	HKi
Kirschner, Scott	SKi
Kyffin, Tom	TKy
Law, Jennifer	JLa
Leach, Gary	GLe
Leonard, Nicola	NLe
Luke, Steve	SLu
Maddocks, Anson	AMa
Malloy, John	JMl
Masness, Phillip	PMa
Matson, John	JMa
McKenna, Martin	MMc
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Miller, Ian	IMi
Miracola, Jeff	JMi
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Nielsen, Cliff	CNi
Nielsen, Terese	TNi
O'Connor, David	DOC
Organ-Kean, Margaret	MOK
Plucinski, Zak	ZPl
Poole, Mark	MPo
Power, Dermont	DPo
Raabe, Mike	MRa
Rathke, Kathryn	KRa
Raupp, Roger	RRa
Rabinowitz, Alan	ARa
Rex, Adam	ARe
Roberts, Tony	TRo
Rush, Christopher	CRu
Rusu, Andi	ARu
Saunders, Zina	ZSa
Shuler, Douglas	DSh
Sienkiewicz, Bill	BSi
Simanson, Greg	GSi
Smith, Adrian	ASm
Snelly, Lawrence	LSn
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Ne Ne	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tomlin, Junior	JTo
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Vick, Diana	DVi
Wackwitz, Bryon	BWa
Walker, Kevin	KWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
White, Steven	SWh
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
LL	Legendary Land
MS	Mana Source
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AI	*Alliances*
AQ	*Antiquities*
AN	*Arabian Nights*
B	Beta Limited
CH	*Chronicles*
DK	*The Dark*
FE	*Fallen Empires*
4th	Fourth Edition
HL	*Homelands*
IA	*Ice Age*
LG	*Legends*
MG	*Mirage*
PR	Promo
R	Revised
U	Unlimited
VS	*Visions*

SPOTLIGHT:

DARK EDEN

The apocalypse sucks—just ask the survivors. However, after being abandoned by the more privileged of humanity, those that remained on Earth made the most out of their bleak existence. They eventually rebuilt the world. This new civilization was so different from its predecessors' that the inhabitants called their world Dark Eden.

So where's the game part? In a style similar to *Dark Age*, you are a commander who controls a faction fighting to build up its own turf, while taking down your opponent's. However, the mechanics are very different (no dice here).

There are four types of cards—commanders (which represent you, and you start the game with one as your only card in play), warriors (the lesser scrubs that do your bidding), establishments (locations that give you special abilities and support your warriors) and intrigues (cards like weapons, equipment, special events and other cool things).

The object is to accumulate victory points by conquering your opponents' establishments using your warriors. The first player to 50 victory points wins. With over 300 cards in the set, there are tons of deck-building options. New rules and affiliations in future expansions should insure that *Dark Eden* stays fresh, just like its cousin *DoomTrooper*. But why wait for expansions when you can give *Dark Eden* a try now?

If you're a fan of *DoomTrooper* or *Kult*, you'll love *Dark Eden*. Fantastic artwork and card design highlight a smooth set of mechanics. And if you're looking for more information, you can contact Bryan Winter, the game's creator, via e-mail. Just drop him a line at Doomtroop@aol.com or check out his web site at http://www.members.aol.com/doomtroop/doomtrooper.html.

So if the apocalypse has you feeling down, cheer up. There's a whole future to conquer!

DARK EDEN

DARK EDEN CARD DESCRIPTION

A. Card Name. The card names read even cooler if you use a bad German accent. Ya, das Kommendant ees goot!

B. Affiliation. All commanders, most warriors and a few intrigues and establishments in the basic *Dark Eden* set belong to one of five affiliations: The Sons of Rasputin, The Templars, The Lumerian Triad, Crescentia and The Dark Legion. Unless you have the appropriate Embassy establishment in play (there's one for each affiliation), you can only play cards that are either non-affiliated or match the affiliation of your commander.

C. Battle Tactics. These icons show how the warrior can attack or raid and by what means the warrior/establishment commander can be attacked or raided. The three tactics—land, sea and air—are mutually exclusive. A warrior that can only attack by air can also only be attacked by air, a warrior with the land tactic can only be involved in combat with warriors/establishments that also have the land tactic, etc.

D. Blue Resource Icons. These blue icons are the resources provided by the card. In order, the different icons are: gold, grain, raw materials and fuel.

E. Red Resource Icons. These are the resources the card requires. If you cannot pay for a card during your balance step (using resources you produce from other cards that turn or from some type of storehouse), the card must be discarded.

F. Artist. From what we've seen so far, the artwork in *Dark Eden* is spectacular, so those responsible deserve their due.

G. Combat Value. Combat is real straightforward. Both sides add up the combat values of all the participants and the higher number wins. If the losing side is comprised of warriors, the losers are discarded. If the battle is a raid and the establishment loses, it is razed and added to the attacker's victory point total.

H. Card Text. Y'know, special abilities and the like. Many of the entries begin with something like, "+1 FB, RM" or "-1 R." These are the resources the card either provides (plus signs) or requires (minus signs).

InQuest players guide

ARTIFACTS

Acidic Dagger ART R ●●● SBe 4 MG
4,T: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

Adarkar Sentinel AC U ●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Aeolipile ART R ●●● HHu 2 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.

Aesthir Glider AC C ●● RTp 3 AI
Flying. Cannot be assigned to block. Two versions. 2/1.

Al-abara's Carpet ART R ●● KFo 5 LG
5, T: Prevent all damage to you from attacking non-flying creatures.

Aladdin's Lamp ART U ●● MTe 10 AN,R,4th
X, T: Instead of drawing a card, draw X cards but take only one into hand. Shuffle the rest and put them at the bottom of your library.

Aladdin's Ring ART U ●● DFr 8 AN,R,4th
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amber Prison ART R ●●●● DGi 4 MG
You may choose not to untap Amber Prison during your untap phase. 4,T: Tap target artifact, creature or land. As long as the Prison remains tapped, target does not untap during its controller's untap phase.

Amulet of Kroog ART C ●● MOK 2 AQ,4th
2, T: Prevent 1 damage to any target.

• **Amulet of Quoz** ART R ● DFr 6 IA
1, T: Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.

Amulet of Unmaking ART R ●●● KFo 5 MG
5,T: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game. Play this ability as a sorcery.

Ankh of Mishra ART R ●● AWe 2 A,B,U,R,4th
Do 2 damage to any player who puts a new land into play.

Anvil of Bogardan ART R ●●● RRa 2 VS
Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Apocalypse Chime ART R ●● MPo 2 HL
2, T: All cards in play from Homelands expansion are buried.

Arcum's Sleigh ART U ●● TWa 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ● TWa 2 IA
2, T: Turn a snow-covered-land into a non-snow-covered land. 2,T: Turn a non-snow-covered land into a snow-covered land.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn.

Arena of the Ancients ART R ●● TWa 3 LG, CH
Tap all Legends. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4th
Add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4th
2, T: Make one of your creatures +2/-2. You may leave Gear tapped.

Ashnod's Cylix ART R ●●● NLe 2 AI
3, T: Target player looks at top three cards of his library and puts one of them on top of that library. Remove the remaining two from game.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
T, Sacrifice: Turn non-artifact creature into artifact creature with +1/+1.

Astrolabe ART C ●●● AWe 3 AI
1, T: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Balm of Restoration ART R ● MOK 2 FE
1, T: Sacrifice to gain 2 life or prevent up to 2 damage to any target.

Barbed Sextant ART C ●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Barl's Cage ART R ●●● TWa 4 DK, CH
3: Target creature does not untap during its controller's next untap.

Basalt Golem AC U ●●● SKi 5 MG
Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.

Basalt Monolith ART U ●●● JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.

Artifact
X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.
"Uh, does anyone have a flute?"
Rana, Sug'Ata market fool

PYGMY HIPPO — SNAKE BASKET

Pygmy Hippo and Snake Basket: Given the chance, this hungry, hungry hippo will gobble up all of your opponent's available mana—but all that mana upsets his stomach, so he'll barf it up after combat. (Yuck!! Hippo spew!) Keep things from getting messy by giving the Hippo a Basket to puke in, and watch a whole swarm of peeved wrigglers crawl out afterwards.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Battering Ram AC C ●● JMe 2 AQ,4th
Bands when attacking. At the end of combat, any walls blocking Battering Ram are destroyed. 1/1.

• **Black Lotus** ART R ●●●●● CRu 0 A,B,U
T: Sacrifice to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ●●● AMa 4 LG,4th
2, T: Put a counter on Black Mana Battery. T: Add B to your mana pool. Add B for each counter you remove as well.

• **Black Vise** ART U ●●●●● RTh 1 A,B,U,R,4th
At the end of his or her upkeep, target opponent takes 1 damage for each card over four he or she has in hand during upkeep.

Blue Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Put a counter on Blue Mana Battery. T: Add U to your mana pool. Add U for each counter you remove as well.

Bone Flute ART U ●● CRu 2 DK
2, T: Give all creatures -1/0 until end of turn.

Bone Mask ART R ●● DAG 4 MG
2,T: Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.

Book of Rass ART R ●● SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ●●● JMy 4 AN,R,4th
1 ,T, Sacrifice Bottle: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.

Brass Man AC U ●● CRu 1 AN,R,4th
Pay 1 during upkeep to untap. 1/3.

Brass-Talon Chimera AC U ●● MDi 4 VS
First strike. Counts as a Chimera. Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently. 2/2.

Bronze Horse AC R ●● MPo 7 LG, CH
Trample. If you control an additionol creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.

• **Bronze Tablet** ART R ●● TWa 6 AQ,4th
4 ,T: Remove target permanent opponent controls and Bronze Tablet from game. You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.

• **Candelabra of Tawnos** ART R ●●●● DSh 1 AQ
X ,T: Untap X separate lands.

Celestial Prism ART U ●● AWe 3 A,B,U,R,4th
2, T: Add 1 mana of any color to your mana pool.

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury creature at end of turn.

Chaos Orb ART R ●●●●● MTe 2 A,B,U
1 ,T: Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and any card it lands on or is touching are destroyed.

Charcoal Diamond ART U ●●● DTu 2 MG
Comes into play tapped. T: Add B to your mana pool.

Chariot of the Sun ART U ●● GGr 3 MG
2,T: Target creature you control gains flying and has its toughness reduced to 1 until end of turn.

City in a Bottle ART R ●● DTu 2 AN
All cards from Arabian Nights are buried. No Arabian Nights cards can be played.

Clay Statue AC C ●●● JMy 4 AQ,4th
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4th
Flying. Put four +1/+0 counters on Avian when cast. At the end of any combat in which Avian attacks or blocks, remove a counter. During upkeep you may pay X and tap Avian to regain X counters. 0/4.

Clockwork Beast AC R ●●● DTu 6 A,B,U,R,4th
Put seven +1/+0 counters on Beast when cast. At the end of any combat in which Beast attacks or blocks, remove a counter. During upkeep you may pay X and tap Beast to regain X counters. 0/4.

Clockwork Gnomes AC C ●● DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.

Clockwork Steed AC C ●●● AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. At the end of any combat in which Steed attacks or blocks, remove a counter. X, T: Add X counters to Steed (Max. 4). 0/3.

Clockwork Swarm AC C ●●● AWe 4 HL
Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacked or blocked, remove one counter. X, T: Add X counters to Swarm: Max. four counters. 0/3.

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●● JMy 9 AQ,4th
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 during your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ●● AWe 4 A,B,U,R,4th
3, T: Prevent up to 2 damage.

Copper Tablet ART U ●● AWe 2 A,B,U
All players take 1 damage during their upkeep.

Coral Helm ART R ●● AWe 3 AQ,4th
3, Discard a card at random from your hand: Give target creature +2/+2 until end of turn.

Crown of the Ages ART R ●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The EN's controller does not change. Treat enchantment as if just cast.

Crystal Golem AC U ●● MDr 4 MG
At the end of your turn Crystal Golem phases out. 3/3.

Crystal Rod ART U ●● AWe 1 A,B,U,R,4th
1: Gain 1 life for any blue spell cast. Can only give 1 life per spell.

Cursed Rack ART U ●●● RTh 4 AQ,4th
Opponent must discard to four cards during discard phase.

Cursed Totem ART R ●●● DAG 2 MG
Players cannot use any creature abilities requiring an activation cost.

Cyclopean Tomb ART R ●●● AMa 4 A,B,U
2, T: Turn target land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb (your choice) returns to normal.

Dancing Scimitar AC R ●●● AMa 4 AN,R,4th
Flying. 1/5.

Dark Sphere ART U ●● MTe 0 DK
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

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Delif's Cone ART U ● MTe 0 FE
T: Sacrifice Cone. If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.

Delif's Cube ART R ● MTe 1 FE
T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate target creature.

Despotic Scepter ART R ●●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U ●● AMa 7 DK,4th
3: Regenerates.4/4.

Diamond Kaleidoscope ART R ●● RSp 4 VS
3, T: Put a Prism token into play. Treat this token as a 0/1 artifact creature. Sacrifice a Prism token: Add one mana of any color to your mana pool.

Didgeridoo ART R ●● MBe 1 HL
3: Take a Minotaur from your hand and put it directly into play.

Dingus Egg ART R ●●● DFr 4 A,B,U,R,4th
Whenever a land leaves play, Egg does 2 damage to that player.

Disrupting Scepter ART R ●●●● DFr 3 A,B,U,R,4th
3, T: Opponent must discard 1 card. Play as a sorcery.

Draconian Cylix ART R ● EBe 2 FE
2, T, Discard a card at random. Regenerate target creature.

Dragon Engine AC C ●● AMa 3 AQ,R,4th
2: +1/+0 until end of turn. 1/3.

Fyndhorn Bow ART U ●● RAI 2 IA
3, T: Give target creature first strike until end of turn.

Gauntlet of Might ART R ●●● CRu 4 A,B,U
All mountains produce an extra red mana. Give all red creatures +1/+1.

Gauntlets of Chaos ART R ●●● DFr 5 LG, CH
5, T: Sacrifice Gauntlets to take control of an opponent's land, creature, or artifact. Then give that opponent one of your permanents of the same type. Destroy all enchantments on traded permanents.

Glasses of Urza ART U ●●● DSh 1 A,B,U,R,4th
T: Look at opponent's hand. No, his cards!

Goblin Lyre ART R ● MIG 3 IA
0: Sacrifice Lyre and flip a coin. If you win, target opponent takes damage equal to the number of creatures you control. Other-wise, you take damage equal to the number of creatures your opponent controls.

Golgothian Sylex ART R ● KKa 4 AQ
1 ,T: Bury all Antiquities cards.

Grapeshot Catapult AC C ●●● DFr 4 AQ,4th
T: Do 1 damage to a target flying creature. 2/3.

Green Mana Battery ART R ●●● CRu 4 LG,4th
2, T: Put a counter on Green Mana Battery. T: Add G to your mana pool. Add G for each counter you remove as well.

Grinning Totem ART R ●●●● DGi 4 MG
2,T, Sacricie Totem: Search target opponent's library for any card and put it face-up in front of you. You have until the beginning of your next upkeep to play the card as though it were in your hand.

Illusionary Mask ART R ●●● AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.

Implements of Sacrifice ART R ●●● MOK 2 FE
1, T: Sacrifice to add 2 mana of any color to your mana pool.

Infinite Hourglass ART R ●● HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Iron-Heart Chimera AC U ●● MDr 4 VS
Attacking does not cause Iron-Heart Chimera to tap. Counts as a Chimera. Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking doesn't cause that Chimera to tap. 2/2.

Iron Star ART U ●● DFr 1 A,B,U,R,4th
1: Gain 1 life for any red spell cast. Can only give 1 life per spell.

Ivory Cup ART U ●● AMa 1 A,B,U,R,4th
1: Gain 1 life for any white spell cast. Can only give 1 life per spell.

●● Ivory Tower ART U ●●●●● MOK 1 AQ,R,4th
Gain 1 life for each card over four you have in hand during upkeep.

Jade Monolith ART R ●● AMa 4 A,B,U,R,4th
1: Take all damage done to any creature on yourself instead.

Jade Statue ART U ●●●● DFr 4 A,B,U
2: Statue becomes a 3/6 creature. Use only during an attack phase.

At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of that type phase out.
"Fire is dead. Water has killed him."
From The Stories of Nature

Viashino Sandstalker is unaffected by summoning sickness.
At the end of any turn, return Viashino Sandstalker to owner's hand.
"Some believe Sandstalkers to be illusions those with scars know better."
—Rashida Scalebane

Artifact
3, ◇: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.
"With no further options, I was forced to don the mask."
—Rashida Scalebane
Illus. Craig Hooper

TEFERI'S REALM VIASHINO SANDSTALKER DRAGON MASK

Teferi's Realm, Viashino Sandstalker and Dragon Mask:
Nothing beats a summoning-sickness-free attacker for quick damage especially when that meddling planeswalker Teferi inadvertently phases out all of your opponent's blockers. Then, out-of-nowhere comes the Viashino Sandstalker, whirling in like the Tazmanian Devil. Throw in a Dragon Mask for good measure and you've got a rather fierce six-point blow every turn.

Dragon Mask ART U ●●● CHo 3 VS
3, T: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.

Ebony Horse ART R ●● DWi 3 AN,R,4th
2, T: Untap one of your attackers. Treat target as if it never attacked.

Ebony Rhino AC C ●● AWe 7 HL
Trample. 4/5.

Elixir of Vitality ART U ●●● DSh 4 MG
Elixir of Vitality comes into play tapped. T, Sacrifice Elixir of Vitality: Gain 4 life. 8, T, Sacrifice Elixir of Vitality: Gain 8 life.

Elkin Bottle ART R ●●● QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Elven Lyre ART R ● KFo 2 FE
1, T, Sacrifice Lyre: Target creature gets +2/+2 until end of turn.

Ersatz Gnomes AC U ●● RSp 3 MG
T: Target spell or permanent is colorless until end of turn. 1/1.

● Feldon's Cane ART C ●●●● MTe 1 AQ, CH
T, Remove Cane from game: Shuffle your graveyard into your library.

Fellwar Stone ART U ●●●● QHo 2 DK,4th
T: Produce 1 mana of any color that opponent's lands may produce.

Feroz's Ban ART R ●●● HHu 6 HL
Summon spells cost an additional 2 to cast.

Fire Diamond ART U ●●● RTh 2 MG
Comes into play tapped. T: Add R to your mana pool.

Floodwater Dam ART R ●● RGa 3 AI
XX1, T: Tap X target lands.

Flying Carpet ART R ●●● MTe 4 AN,R,4th
2, T: Give target creature flying until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

Forcefield ART R ●●●● DFr 3 A,B,U
1: Target unblocked creature deals only 1 damage this turn.

Forethought Amulet ART R ●●● MBe 5 LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.

Fountain of Youth ART C ●●●● DGe 0 DK, CH
2, T: Gain 1 life.

Gustha's Scepter ART R ●● SEv 0 AI
If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard. T: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time. T: Return any card under Gustha's Scepter to your hand.

Helm of Awakening ART U ●●● ARe 2 VS
All spells cost one generic mana less to play.

Helm of Chatzuk ART R ●● MTe 1 A,B,U,R,4th
1, T: Give target creature banding until end of turn.

Helm of Obedience ART R ●●●● BSn 4 AI
X, T: Put top card of target opponent's library into his graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature, bury Helm and put that creature into play under your control as though it were just cast.

Hematite Talisman ART U ● LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R ●●● SEv 5 A,B,U,R,4th
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.

Horn of Deafening ART R ●●● DFr 4 LG, CH
2, T: Target creature deals no damage in combat this turn.

Horrible Hordes AC U ●● IMi 3 MG
Rampage 1. 2/2.

Howling Mine ART R ●●●● MPa 2 A,B,U,R,4th
Everyone must draw an extra card during his draw phase.

Ice Cauldron ART R ●●● DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell as though it were in your hand. T: Remove the charge counters to add mana of the type used to put the counters on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

Icy Manipulator ART U ●●●●● Multi 4 A,B,U, IA
1, T: Tap one land, creature, or artifact. Artists: DSh (A,B,U), AWe (IA)

Igneous Golem AC U ●● ARe 5 MG
2: Trample until end of turn. 3/4.

Jalum Tome ART R ●●● TWa 3 AQ, CH
2, T: Draw a card and then discard a card of your choice.

Jandor's Ring ART R ●● DFr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.

Jandor's Saddlebags ART R ●●● DWi 2 AN,R,4th
3, T: Untap a creature.

Jayemdae Tome ART R ●●●● MTe 4 A,B,U,R,4th
4, T: Draw a card.

Jester's Cap ART R ●●●● DFr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. This is supposed to be fun?

Jester's Mask ART R ●●● DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his library.

Jeweled Amulet ART U ●●● DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the appropriate type to your mana pool.

● Jeweled Bird ART R ●●● AWe 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.

Joven's Tools ART R ●● MLe 6 HL
4, T: Target creature can only be blocked by walls until end of turn.

Juggernaut AC U ●●●● DFr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Juju Bubble ART U ●● DGi 1 VS
Cumulative upkeep: 1. If you play a card, bury Bubble. 2: Gain 1 life.

Knowledge Vault ART R ●●● AWe 4 LG
2, T: Place top card from your library face down under Vault. Sacrifice Vault to discard your entire hand, replacing it with the cards unde it.

Kormus Bell ART R ●● CRu 4 A,B,U,R,4th
Treat all swamps in play as 1/1 creatures that can be tapped for B.

Kry Shield ART U ●● RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.

Lapis Lazuli Talisman ART U ● AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Key

ART Artifact CU Cumulative Upkeep EE Enchant Enchantment EW Enchant World LAN Land SC Summon Creature
AC Artifact Creature EA Enchant Artifact EL Enchant Land INS Instant LL Legendary Land SL Summon Legend
CR Current Rarity EC Enchant Creature EN Enchantment INT Interrupt MS Mana Source SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Lead-Belly Chimera Trample. Counts as a Chimera. Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample permanently. 2/2.	AC	U	●●	MDr	4	VS
Lead Golem If Golem attacks, it doesn't untap during your next untap phase. 3/5.	AC	U	●●	HKi	5	MG
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	●●●	DGe	1	A,B,U,R,4th
Life Chisel Sacrifice a creature during upkeep to gain life equal to its toughness.	ART	U	●●●	AWa	4	LG
Life Matrix 4, T: Put a counter on target creature during upkeep. Remove a counter to regenerate creature.	ART	R	●●●	AWe	4	LG
Lion's Eye Diamond Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool.	ART	R	●●	MOK	0	MG
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.	ART	C	●●●	AMa	4	DK, CH
Living Wall Counts as a wall. 1: Regenerates. 0/6.	AC	U	●●●	AMa	4	A,B,U,R
Lodestone Bauble 1, T, Sacrifice: Put up to four basic lands from a player's graveyard on top of his library. Player draws a card during next turn's upkeep.	ART	R	●●●●	DSh	0	AI
Magma Mine 4: Put a counter on Magma Mine. T: Sacrifice Magma Mine: For each counter on it, Mine deals 1 damage to target creature or player.	ART	U	●●	RSp	1	VS
Malachite Talisman 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	●	CRu	2	IA
Mana Crypt T: Add 2 to your mana pool. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	●●●●	MTe	0	PR
Mana Matrix Pay 2 generic mana less to cast an instant, interrupt, or enchantment.	ART	R	●●	MTe	6	LG
Mana Prism T: Add 1 to your mana pool. 1,T: Add one mana of any color to your mana pool.	ART	U	●●●	MOK	3	MG
Mana Vault T: Add 3 to your mana pool. Pay 4 during your upkeep to untap. Does 1 damage to you if it remains tapped during upkeep.	ART	R	●●●	MTe	1	A,B,U,R,4th
Mangara's Tome Search your library and choose any five cards. Shuffle and put these cards face down under Tome. 2: Instead of drawing a card, add the top card from under Tome to your hand.	ART	R	●●●	JBo	5	MG
Marble Diamond Comes into play tapped. T: Add W to your mana pool.	ART	U	●●●	JMi	2	MG
Marble Priest All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.	AC	U	●	MBe	5	LG
Matopi Golem 1: Regenerate and put a -1/-1 counter on Matopi Golem. 3/3.	AC	U	●●	TKy	5	VS
Meekstone Creatures with power greater than 2 do not untap during untap phase.	ART	R	●●●	QHo	1	A,B,U,R,4th
Mightstone All attacking creatures gain +1/+0.	ART	U	●●●	PVe	4	AQ
Millstone 2, T: Take the top 2 cards from target player's library and place them in that player's graveyard.	ART	U	●●●	KFo	2	AQ,R,4th
• **Mirror Universe** T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.	ART	R	●●●●●	PFo	6	LG
Misers' Cage At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misers' Cage deals 2 damage to him or her.	ART	R	●●●	JMi	3	MG
Mishra's Groundbreaker T, Sacrifice: Target land becomes a 3/3 artifact creature.	ART	U	●	RGo	4	AI
Mishra's War Machine Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps and does 3 damage to you. 5/5.	AC	R	●	AWe	7	A,B,U,R,4th
Moss Diamond Comes into play tapped. T: Add G to your mana pool.	ART	U	●●●	DGi	2	MG
• **Mox Emerald** T: Add G to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Jet** T: Add B to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Pearl** T: Add W to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Ruby** T: Add R to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
• **Mox Sapphire** T: Add U to your mana pool.	ART	R	●●●●●	DFr	0	A,B,U
Mystic Compass 1, T: Target mana-producing land becomes a basic land type of your choice until end of turn.	ART	U	●●●	AWe	2	AI
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	●	MTe	2	IA
Naked Singularity CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.	ART	R	●●	MTe	5	IA
Necropolis Counts as a wall. 0: Remove a creature in your graveyard from game. Put a +0/+X counter on Necropolis. X is the creature's cost. 0/1.	AC	U	●●	NTh	5	DK
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	●●●	KFo	6	AQ,R,4th
Pyramids 2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.	ART	R	●●	AWe	6	AN
Rack, The Do 1 damage for each card under three opponent has during upkeep.	ART	U	●●●	RTh	1	AQ,R,4th
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	R	●	CRu	6	AQ, CH
Razor Pendulum If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.	ART	R	●●	ZPl	4	MG

Artifact
Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.
The Zhalfirin war triangle represents a trinity of might, faith and guile.
Illus. Ian Miller

Trample
During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
+1/+0 until end of turn

TRIANGLE OF WAR KOOKUS

Triangle of War and Kookus: When two combatants face off in the Triangle of War, it's mano-a-mano, without petrifying glares or flying away. Who's crazy enough to jump into the ring for a little one-on-one? Why, it's Kookus, with a high toughness to get him through almost any fistfight and pumpable power to pound any opponent flat. Now, where could that Keeper guy have gone?

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Nevinyrral's Disk 1, T, Sacrifice: Destroy all non-land permanents. Comes into play tapped.	ART	R	●●●●	MTe	4	A,B,U,R,4th
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	●	KFo	4	LG
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	●●●	RTh	4	LG
Obelisk of Undoing 6, T: Take any of your permanents in play back to your hand.	ART	R	●●	TWa	1	AQ, CH
Obsianus Golem 4/6.	AC	U	●●●	JMy	6	A,B,U,R,4th
Onulet If Onulet is placed in graveyard, its controller gains 2 life. 2/2.	AC	U	●●	AMa	3	AQ,R,4th
Onyx Talisman 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	●	SEv	2	IA
Ornithopter Flying. 0/2.	AC	U	●●	AWe	0	AQ,R,4th
Patagia Golem 3: Flying until end of turn. 2/3.	AC	U	●●	SKi	4	MG
Paupers' Cage At the end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.	ART	R	●●	MKi	3	MG
Pentagram of the Ages 4, T: Prevent all damage done to you from one source.	ART	R	●●●	DSh	4	IA
Phyrexian Devourer If Phyrexian Devourer's power is seven or greater, bury it. 0: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost. 1/1.	AC	R	●	MTe	6	AI
Phyrexian Dreadnought Trample. When Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Dreadnought. 12/12.	AC	R	●●	PVe	1	MG
Phyrexian Marauder Phyrexian Marauder comes into play with X +1/+1 counters on it. Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack unless you pay 1 for each +1/+1 counter on it. 0/0.	AC	R	●●	DSe	X	VS
Phyrexian Portal 3: Target opponent looks at the top 10 cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from game. Take one card from the remaining pile and put it into your hand. Shuffle the remaining cards into your library.	ART	R	●●	PVe	3	AI
Phyrexian Vault 2,T: Sacrifice a creature to draw a card.	ART	U	●●	HKi	3	MG
Phyrexian War Beast If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals one damage to you. Two versions. 3/4.	ART	C	●●●●	BSi	3	AI
Phyrexian Walker 0/3.	AC	C	●	BTo	0	VS
Pit Trap 2, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	●●●	AMa	2	IA
Planar Gate Pay 2 generic mana less when casting a summon spell.	ART	R	●●	MBe	6	LG
Red Mana Battery 2, T: Put a counter on Red Mana Battery. T: Add R to your mana pool. Add R for each counter you removed as well.	ART	R	●●●	MTe	4	LG,4th
Reflecting Mirror XX, T: Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.	ART	U	●●	MPo	4	DK
Relic Barrier T: Tap target artifact.	ART	U	●●●●	HMc	2	LG
Ring of Immortals 3, T: Counter interrupt or EN targeting a permanent you control.	ART	R	●	MBe	5	LG
Ring of Ma'ruf 5, T: Instead of drawing a card, sacrifice Ring of Ma'ruf to select a card from outside the game.	ART	R	●●	DFr	5	AN
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	●●●	DSh	5	FE
Rocket Launcher 2: Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. Cannot be used the turn it comes into play on your side.	ART	U	●●	PVe	4	AQ,R
Rod of Ruin 3, T: Do 1 damage to any target.	ART	U	●●●	CRu	4	A,B,U,R,4th
Roterothopter Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.	AC	C	●●	AWe	1	HL
Runed Arch Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.	ART	R	●●	PFo	3	IA
Runesword 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature is removed from game if it dies this turn. Destroy Runesword if targe leaves play before end of turn.	ART	C	●●	CRu	6	DK, CH
Sandals of Abdallah 2, T: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.	ART	R	●●	DFr	4	AN
Sand Golem If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.	AC	U	●●●	JMa	5	MG
Sands of Time Each player skips his or her untap phase. At the beginning of each player's turn, untap each tapped artifact, creature, and land he controls and tap each untapped artifact, creature, and land he controls.	ART	R	●●●	PLe	4	VS
Scarab of the Unseen T: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.	ART	U	●	SEv	2	AI
Scarecrow 6, T: Prevent all damage to you from flying creatures this turn. 2/2.	AC	U	●●	AMa	5	DK
Sentinel *=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.	AC	R	●●●	RAF	4	LG, CH

Serpent Generator ART R ●●● MTe 6 LG, CH
4, T: Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.
Serrated Arrows ART C ●●●● DCh 4 HL
Put three arrow counters on Serrated Arrows when it comes into play. T, Remove one counter: Put a -1/-1 counter on target creature.
Shapeshifter AC U ●●● DFr 6 AQ,4th
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).
Shield of the Ages ART U ●●● AMa 2 IA
2: Prevent 1 damage to you.
Shield Sphere AC U ●●● ARa 0 AI
Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.
Sisay's Ring ART C ● DGi 4 VS
T: Add two colorless mana to your mana pool.
Skull Catapult ART U ●●● BWa 4 IA
1, T: Sacrifice a creature to do 2 damage to any target.
Skull of Orm ART U ●●● TWa 3 DK
5, T: Bring an enchantment card from your graveyard into your hand.
Sky Diamond ART U ●●● DAG 2 MG
Comes into play tapped. T: Add U to your mana pool.
Snake Basket ART R ●●● RRa 4 VS
X, Sacrifice Snake Basket: Put X Cobra tokens into play. Treat these tokens as 1/1 green creatures. Play this ability as a sorcery.
Snow Fortress AC R ●●● JMe 5 IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying attacking creature. 0/4.
Sol Grail ART R ●●● CRu 3 AI
When Sol Grail comes into play, choose a color. T: Add one mana of the chosen color to your mana pool.
• **Sol Ring** ART U ●●●●● MTe 1 A,B,U,R
T: Add 2 to your mana pool.
Soldevi Digger ART R ●●● AWe 2 AI
2: Put the top card of your graveyard on the bottom of your library.
Soldevi Golem AC R ●● AMa 4 IA
Does not untap during your untap phase. O: During your upkeep, untap one of opponent's creatures to untap Soldevi Golem. 5/3.
Soldevi Sentry AC C ●● ARa 1 AI
1: Regenerate. Target opponent may draw a card. Two versions. 1/1.
Soldevi Simulacrum AC U ●●●● DFr 4 IA
CU: 1. 1: +1/+0 until end of turn. 2/4.
Soldevi Steam Beast AC C ● BSi 5 AI
Whenever Soldevi Steam Beast becomes tapped, target opponent gains two life. 2: Regenerate. Two versions. 4/2.
Soul Net ART U ●● DWi 1 A,B,U,R,4th
1: Gain 1 life when a creature is placed in the graveyard.
Spirit Shield ART R ●●● SKi 3 FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.
Staff of the Ages ART R ● DGe 3 IA
Creatures with landwalk ability may be blocked as normal.
Staff of Zegon ART C ●● MPo 4 AQ
3, T: Make target creature -2/-0 until end of turn.
Standing Stones ART U ●● SEv 3 DK
1, T: Pay 1 life to add 1 mana of any color to your mana pool.
Stone Calendar ART R ●● AWe 5 DK
Your spells cost 1 less to cast; casting costs cannot go below 0.
Storm Cauldron ART R ●●● DFr 5 AI
During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return it to owner's hand.
Su-Chi AC U ●● CRu 4 AQ
When Su-Chi goes to graveyard, you get 4 colorless mana. 4/4.
Sunglasses of Urza ART R ●● DFr 3 A,B,U,R,4th
Your plains may generate either a white or red mana.
Sunstone ART U ●● PFo 3 IA
2: Sacrifice a SC land to make all creatures deal 0 damage in combat.
Sword of the Ages ART R ●●●● CRu 6 LG
Enters play tapped. T: Sacrifice Sword and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword and sacrificed creatures from the game.
Tablet of Epityr ART C ●● CRu 1 AQ
1: Gain 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.
Tawnos's Coffin ART R ●●● CRu 4 AQ
3, T: Target creature is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin.
Tawnos's Wand ART U ●●● DSh 4 AQ,4th
2, T: Target creature with power no greater than 2 may not be blocked until end of turn.
Tawnos's Weaponry ART U ●●● DFr 2 AQ,4th
2, T: Target creature gets +1/+1 as long as Weaponry remains tapped. You may choose not to untap Weaponry during untap phase.
Teeka's Dragon AC R ●●● LDa 9 MG
Flying, trample, rampage 4. Counts as a Dragon. 5/5.
Teferi's Puzzle Box ART R ●●● KFo 4 VS
During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and a then draws that number of cards.

Telim'Tor's Darts U ●●● KWa 2 MG
2, T: Do 1 damage to target player.
Tetravus AC R ●●● MTe 6 AQ,4th
Flying. Gains three +1/+1 counters when cast. In your upkeep, you may move any of these counters on or off Tetravus. The counters are 1/1 flying artifact creatures that cannot be enchanted. 1/1.

VISION CHARM
Choose one — Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn

Vision Charm: Your opponent will call the Vision Charm anything but charming when you phase out his Winter Orb or Meekstone, giving you the full untap you need. And he certainly won't enjoy you milling four cards from his library, so put him out of his misery by turning his lands into islands and beating the pulp out of him with your islandwalkers and islandhomers.

Throne of Bone ART U ●● AMa 1 A,B,U,R,4th
1: Gain 1 life each time a black spell is cast. Use only once per spell.
Time Bomb ART R ●●● AWe 4 IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.
Time Vault ART R ●●● MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.
Tin-Wing Chimera AC U ●●● MDr 4 VS
Flying. Counts as a Chimera. Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying. 2/2.
Tormod's Crypt ART C ●●● CRu 0 DK, CH
T, Sacrifice: Remove all cards in target player's graveyard from game.
Tower of Coireall ART U ●● DFr 2 DK
T: Make target creature unblockable by walls until end of turn.
Triangle of War ART R ●●● IMi 1 VS
2, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.
Triassic Egg ART R ●●● DFr 4 LG, CH
3, T: Put a counter on Egg. If there are 2 counters on Egg, you may sacrifice it to put a creature in your hand or graveyard directly in play.
Triskelion AC R ●●● DSh 6 AQ,4th
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.
Unerring Sling ART U ●● ZPl 3 MG
3,T: Tap on untapped creature you control: Sling deals the creature's power in damage to target attacking or blocking creature with flying.
Urza's Avenger AC R ●●● AWe 6 AQ,4th
O: Avenger loses -1/-1 and gains either flying, banding, first strike, or trample until end of turn. 4/4.
Urza's Bauble ART U ● CRu 0 IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.
Urza's Chalice ART C ●● JMe 1 AQ
1: Gain 1 life for any artifact cast. Can only give 1 life per artifact.
Urza's Engine AC R ●● GSi 5 AI
Trample. 3: Banding until end of turn. 3: All creatures banded with Urza's Engine gain trample until end of turn. 1/5.
Urza's Miter ART R ● RAF 3 AQ
3: Draw a card when one of your artifacts goes to the graveyard. Use only once per artifact. May not be used when you sacrifice an artifact.
Ventifact Bottle ART R ●● RSp 3 MG
1X,T: Put X charge counters on Bottle. Play as a sorcery. At the beginning of your main phase, if Bottle has any counters, tap Bottle and remove all counters from it to add that much mana to your mana pool.
Vexing Arcanix ART R ●●●● RGa 4 IA
3, T: Make target player name a card and turn over the top card of his library. If the player's guess matches the card, it is placed in his hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Sphere ART R ●● RTh 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.
Voodoo Doll ART R ●● SEv 6 LG, CH
Put a counter on Doll during upkeep. If Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.
Walking Wall AC U ●●● AWa 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6.
Wall of Shields AC U ●● RGa 3 IA
Counts as wall. Banding. 0/4.
Wall of Spears AC C ●● SEv 3 AQ,4th
First strike, counts as a wall. 2/3.
Wand of Denial ART R ●●●● SLu 2 VS
T: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.
Wand of Ith ART U ●●● QHo 4 DK
3, T: Look at a card at random from target player's hand. Unless the card is a land, the player must either discard it or sacrifice life equal to its casting cost. If the card is a land, the player must either discard it or sacrifice 1 life. Wand of Ith may only be used during your turn.
War Barge ART U ●●● TWa 4 DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.
War Chariot ART U ●●● DWi 3 IA
3, T: Give target creature trample until end of turn.
Weakstone ART U ●● JMa 4 AQ
All attacking creatures lose -1/-0.
Whalebone Glider ART U ●●● AWe 2 IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.
Whirling Catapult ART R ●● DFr 4 AI
2: Remove the top two cards of your library from the game to have Catapult deal one damage to each flying creature and each player.
White Mana Battery ART R ●●● AWe 4 LG,4th
2, T: Put a counter on White Mana Battery. T: Add W to your mana pool. Add W for each counter you removed as well.
Winter Orb ART R ●●●● MTe 2 A,B,U,R,4th
Each player may only untap 1 land during untap phase.
Wooden Sphere ART U ●● MTe 1 A,B,U,R,4th
1: Gain 1 life for any green spell is cast. Use only once per spell.
Yotian Soldier AC C ●●● CRu 3 AQ,4th
Yotian Soldier does not tap when attacking. 1/4.
Zelyon Sword ART R ●● SKi 3 FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.
• **Zuran Orb** ART U ●●●●● SEv 0 IA
O: Sacrifice a land to gain 2 life.

BLACK

Abomination SC U ●●● MTe BB3 LG,4th
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.
Abyss, The EW R ●●●● PVe B3 LG
Each player must bury a non-artifact creature he controls during upkeep.
Abyssal Hunter SC R ●●●● SLu B3 MG
B,T: Tap target creature. Abyssal Hunter deals to that creature an amount of damage equal to Abyssal Hunter's power. 1/1.
Abyssal Specter SC U ●●● RTp BB2 DI
Flying. Opponent damaged by Specter must discard a card. 2/3.
Aku Djinn SC R ●●●● TNe BB3 VS
Trample. During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls. 5/6.
All Hallow's Eve EN R ●●● CRu BB2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play.
Animate Dead EC U ●●● AMa B1 A,B,U,R,4th
Bring a creature from any graveyard into play on your side with -1 power.
Armor Thrull SC C ●●● Multi B2 FE
T, Sacrifice: Put a +1/+2 counter on target creature. Artists: SKi, JMe, RSp, PVe. 1/3.
Artifact Possession EA C ●● CRu B2 AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid.
Ashen Ghoul SC U ●● RSp B3 IA
Unaffected by summoning sickness. B: Return Ghoul to play under your control if there are at least three creatures above it. 3/1.
Ashen Powder SOR R ●●● GDa BB2 MG
Take control of a creature from an opponent's graveyard.
Ashes to Ashes SOR U ●●● DTu BB1 DK,4th
Remove two non-artifact creatures from the game and take 5 damage.
Bad Moon EN R ●●●● JMy B1 A,B,U,R,4th
All black creatures in play get +1/+1.
Baldurian Dead SC U ●● MKi B3 AI
2R: Remove a summon card in your graveyard from the game to put a Graveborn token into play. Treat as a 3/1 black and red creature that is unaffected by summoning sickness. Bury token at end of turn. 2/3.

ART Artifact · AC Artifact Creature · CR Current Rarity · CU Cumulative Upkeep · EA Enchant Artifact · EC Enchant Creature · EE Enchant Enchantment · EL Enchant Land · EN Enchantment · EW Enchant World · INS Instant · INT Interrupt · LAN Land · LL Legendary Land · MS Mana Source · SC Summon Creature · SL Summon Legend · SOR Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Bottleneck SC U ●● JMy BB2 DK, CH
X, T: Bottleneck does X damage, half to you (round up) and half to any one target. Ground down. 0/1.

Horned-Back Wurm SC U ●● GLe B4 MG
B: Target green creature blocking Wurm gets -1/-1 'til end of turn. 4/3

Human Sacrifice SL R ●●● PVe BBB5 HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Human damaged it. T: Regenerate target vampire. 5/5.

Icatian Thrull SC C ●● Multi BB FE
T, Sacrifice: Add BB to your mana pool. 1/2.

Binding Agony EC C ●● RBt B1 MG
For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.

Black Carriage SC R ● DCh BB3 HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4.

Black Knight SC U ●●●● JMe BB A,B,U,R,4th
Protection from white, first strike. 2/2.

Blanket of Night EN U ●●● CNi BB1 VS
Each mana-producing land is a swamp in addition to its normal type.

Blight EL U ●● PVe BB LG,4th
If target land is tapped, destroy it at end of turn.

Blighted Shaman SC U ●● IMi B1 MG
T, Sacrifice a creature: Give a creature +2/+2 until end of turn. T, Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1.

Bog Imp SC C ●● RSp B1 DK, 4th
Flying. 1/1.

Bog Rats SC C ●● RSp B DK, CH
Cannot be blocked by walls. 1/1.

Bog Wraith SC U ●●● JMe B3 A,B,U,R,4th
Swampwalk. 3/3.

Bone Harvest INS C ●●●●● GSi B2 MG
Put any number of target creature cards from your graveyard on top of your library. Draw a card at the beginning of the next turn's upkeep.

Breathstealer SC C ●● CNi B2 MG
B: +1/-1 until end of turn. 2/2.

Breeding Pit EN U ●●● AMa B3 FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.

Brine Shaman SC C ●● CBr B1 IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.

Broken Visage INS R ●● MiG B4 HL
Bury target non-artifact attacking creature and put Shadow token into play. Treat this token as a black creature with power and toughness equal to that of the attacking creature. Bury token at the end of turn.

Brood of Cockroaches SC U ●●● Multi B1 VS
If Brood of Cockroaches is put into your graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at end of turn. 1/1.

Burnt Offering MS C ●● DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

Cadaverous Knight SC C ●●●● DPo B2 MG
Flanking. BB1: Regenerate. 2/2.

Carrion INS R ●●● GDa BB1 MG
Sacrifice a creature: Put into play a number of Maggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.

Carrion Ants SC U ●●● RTh BB2 LG,4th
1: +1/+1 until end of turn. 0/1.

Casting of Bones EC C ●● AMa B2 AI
If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards. Two versions.

Catacomb Dragon SC R ●●● DOC BB4 MG
Flying. Whenever Dragon is blocked by a non-artifact, non-Dragon creature, that creature's power is halved, rounded up. 4/4.

Cemetery Gate SC C ●● MBe B2 HL
Protection from black. Two versions. 0/5.

Chains of Mephistopheles EN R ●● HHu B1 LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.

Choking Sands SOR C ●●● RRa BB1 MG
Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.

Cloak of Confusion EC C ●● MOK B1 IA
If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.

Coercion SOR C ●●●● TDi B2 VS
Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Contagion INS U ●● MRa BB3 AI
You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two -2/-1 counters on any no. of creatures.

• **Contract from Below** SOR R ●●●●● DSh B A,B,U,R
Discard your hand; draw an additional ante card plus seven cards.

Cosmic Horror SC R ●● JMy BBB3 LG,4th
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.

Crypt Cobra SC U ●● RSp B3 MG
If Crypt Cobra attacks and is not blocked, defending player gets a poison counter. 3/3.

Crypt Rats SC C ●●●● PLe B2 VS
X: Crypt Rats deals X damage to each creature and player. Spend only black mana in this way. 1/1.

Cuombaji Witches SC C ●●● KFo BB AN, CH
T: Each player does 1 damage to any target; you choose first. 1/3.

Summon Djinn
Trample
During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls.
"Your arrogance amazes me, Kaervek. Did you not know the price you would pay?"
—Mangara

Bury all creatures with power 4 or greater
"Tread upon the meek, and they shall wound your feet and make you crutch."
—Asmira, Holy Avenger

AKU DJINN — RETRIBUTION OF THE MEEK

_| Aku Djinn and Retribution of the Meek: He's big, he's bad, and he's here to pump you up. Okay, so he *is* big and nasty, but this Djinn pumps up your *opponent's* critters, which quickly gets out of hand. When Mesa Pegasi start dining on your Sengirs, clear 'em all out with Retribution of the Meek. Your opponent's pumped up forces will go splat, leaving your smaller minions to pick up the pieces.

Curse Artifact EA U ● MTe BB2 DK
Controller of target artifact must bury it during upkeep or lose 2 life.

Cursed Land EL U ●● JMy BB2 A,B,U,R,4th
Do 1 damage to controller of target land during upkeep.

Cyclopean Mummy SC C ● EBe B1 LG,4th
Remove Mummy from game if it goes to graveyard. 2/1.

Dance of the Dead EC U ●●● RGa B1 IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay 1B.

Dark Banishing INS C ●●●● Multi B2 IA,MG
Bury target non-black creature. Artists: DTu (Ice Age), DPo (Mirage).

Dark Privilege EC C ●● TKy B1 VS
Enchanted creature gets +1/+1. Sacrifice a creature: Regenerate enchanted creature.

Dark Ritual MS C ●●●● Multi B A,B,U,R,4th,IA,MG
Add BBB to your mana pool. Artists: JHa, SEv, JCo (Mirage).

Darkness INS C ●● HMc B LG
Creatures attack and block as normal but deal no damage.

• **Darkpact** SOR R ●●●● QHo BBB A,B,U,R
Swap your topmost undrawn card with either ante card.

Death Watch EC C ●●● BHo B VS
If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.

Deathgrip EN U ●●● AMa BB A,B,U,R,4th
BB: Counter a green spell.

Deathlace INT R ● SEv B A,B,U,R,4th
Change the color of one card being played or in play to black.

• **Demonic Attorney** SOR R ● DGe B A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.

Demonic Consultation INS U ●●● RAl B IA
Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game until you get to the card you named. Add the card to your hand.

Demonic Hordes SC R ●●●● JMy BBB3 A,B,U,R
T: Destroy target land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.

Demonic Torment EC U ●● AMa B2 LG
Target creature deals no damage during combat and may not attack.

• **Demonic Tutor** SOR U ●●●●● DSh B1 A,B,U,R
Choose one card from your library, then reshuffle your library.

Derelor SC R ●●● AMa B3 FE
Your black spells cost an additional B. 4/4.

Desolation EN U ●● GPr BB1 VS
At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.

Dirtwater Wraith SC C ●●● SLu B3 MG
Swampwalk. B: +1/+0 until end of turn. 1/3.

Diseased Vermin SC U ●●● SKi B2 AI
During your upkeep, deals one damage to a single opponent it has previously damaged for each counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an counter on it. 1/1.

Drain Life SOR C ●●●● Multi B1X A,B,U,R,4th,MG
Do 1 damage to any target for each B spent above casting cost. Gain 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness. Artists: DSh, RKF (Mirage).

Dread Specter SC U ●● KRa B3 MG
Whenever Dread Specter blocks or is blocked by a non-black creature, destroy that creature at end of combat. 2/2.

Dread Wight SC R ●● DGe BB3 IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a counter at any time. 3/4.

Drift of the Dead SC U ●● BSn B3 IA
Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.

Drudge Skeletons SC C ●●● SEv B1 A,B,U,R,4th
B: Regenerates. 1/1.

Drudge Spell EN U ●● NTh BB HL
B: Remove 2 creatures from graveyard from the game. Bring Skeleton token into play. Skeleton is a black 1/1 creature; B: regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.

Dry Spell SOR C ●●● BSn B1 HL
Dry Spell deals 1 damage to each creature and player. Two versions.

Dystopia EN R ●●●● RTp BB1 AI
CU: One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.

Eater of the Dead SC U ●●● JMy B4 DK
Choose a creature in any graveyard and remove it from the game: Untap Eater of the Dead. 3/4.

Ebon Praetor SC R ●● RAF B4 FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.

Ebony Charm INS C ●● GGr B MG
Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.

El-Hajjâj SC R ●● DWi BB1 AN,R,4th
Gain 1 life for every point of damage El-Hajjâj inflicts. 1/1.

Enfeeblement EC C ●●● JBo BB MG
Enchanted creature gets -2/-2.

Erg Raiders SC C ●●● DWi B1 AN,R,4th
Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.

Evil Eye of Orms-By-Gore SC U ●● JMy B4 LG
Your creatures may not attack, except for Evil Eye. May only be blocked by walls. 3/6.

Evil Presence EL U ●● SEv B A,B,U,R,4th
Target land is now a basic swamp.

Fallen, The SC U ●● JMy BBB1 DK, CH
During controller's upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.

Fallen Angel SC U ●●● AMa BB3 LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.

Fallen Askari SC C ●●● ASm B1 VS
Flanking. Fallen Askari cannot block. 2/2.

Fatal Lore SOR R ● LSn BB2 AI
Target opponent chooses: You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.

Fear EC C ●●● Multi BB A,B,U,R,4th, IA
Only black or artifact creatures may block target creature.

Feast of the Unicorn EC C ●●● DDe B3 HL
Target creature gets +4/+0. Two versions.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
[illegible] Zombie [illegible] target non-black, non-artifact creature or put a Zombie token into [illegible] bear this token as a 2/2 black creature. Two versions.	INS	U	●●●	PVe	B3	AI
[illegible] Destroyer [illegible]	SC	C	●●	CNi	B2	MG
[illegible] Armor [illegible] until end of turn. 1/2.	SC	C	●●●	GLe	B3	MG
[illegible] Dragon [illegible] gain -2/-0. Draw a card at the start of next turn's upkeep.	INS	C	●●	BSn	B2	AI
[illegible] Nuggets [illegible] may not be blocked by non-wall creatures. 2/2.	SC	R	●●	RSp	B2	IA
[illegible] Crypt [illegible] card you would draw, instead choose a card in your grave- [illegible] put it into your hand. If you cannot, you lose the game. [illegible] card is put into your graveyard, remove it from the game.	EN	R	●●●	DAG	BB3	MG
[illegible] Ritual [illegible] a card in play: Target opponent loses 2 life unless he or she [illegible] a permanent or chooses and discards a card. You may repeat [illegible] as many times as you choose.	SOR	R	●●	RSp	B2	VS
[illegible] Wastes [illegible] cannot gain life. During each player's upkeep, that player loses [illegible] If Forsaken Wastes is the target of a successfully cast spell, that [illegible] player loses 5 life.	EW	R	●●●	KWa	B2	MG
[illegible] Familiar [illegible] not block. B: Sacrifice 1 life to return Foul Familiar to its owner's [illegible] 3/1	SC	C	●●●	AMa	B2	IA
[illegible]stein's Monster [illegible] X creatures from your graveyard from the game when casting [illegible]. For each creature removed from the game in this way, give [illegible] a permanent +2/+0, +1/+1, or +0/+2. 0/1.	SC	R	●●	AMa	BBX	DK
[illegible] Shade [illegible] -1 until end of turn. 0/1.	SC	C	●●●	DSh	B2	A,B,U,R,4th
[illegible] Charm [illegible] one—Target player chooses and discards a card; or target [illegible] gets +2/-1 until end of turn; or target creature gains [illegible]walk until end of turn.	INS	C	●●●	GSp	8	VS
[illegible] March When target creature leaves play, that creature's controller must [illegible] a creature. Ignore this effect if he controls no other creatures.	EC	C	●●	MBe	BB1	HL
[illegible]rous Zombies [illegible] to deal 1 damage to each creature and player. Zombies [illegible] 2 damage if you control any snow-covered swamps. 2/2.	SC	C	●●	BSn	BB1	IA
[illegible] to Phyrexia [illegible] a creature during your upkeep to destroy an artifact.	EN	U	●●●	SEv	BB	AQ
[illegible] of Pain For each of your creatures that attacks and is not blocked, you may [illegible] it deal no damage to defending player this turn. If you do so, it [illegible] deals damage equal to its power to any target creature.	SOR	C	●●●	AMa	B1	IA
[illegible] Hounds [illegible]mbouring does not cause Ghost Hounds to tap. Gains first strike if [illegible] or blocked by white creature(s). 1/1.	SC	U	●●	JMe	B1	HL
[illegible] of the Damned [illegible] Make target creature -1/-0 until end of turn. 0/2.	SC	C	●●	EBe	BB1	LG
[illegible] Slug [illegible] Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	●●	AMa	B1	LG, CH
[illegible] White spells and white enchantment costs now require 3 extra mana.	EN	U	●●●●	DFr	B2	A,B,U,R,4th
[illegible] of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	●	SVC	B	LG
[illegible]mmerather Sengir [illegible] T: Target creature -1/-1 until end of turn. 3/3.	SL	R	●●	PVe	B4	HL
[illegible] Robbers [illegible] T: Remove an artifact in any graveyard from the game and gain 2 [illegible]. 1/1.	SC	R	●●	QHo	BB1	DK
[illegible]wsnake Zombie If Zombie is put into the graveyard from play, put it on top of owner's [illegible]. 3/2.	SC	C	●●	GLe	B3	MG
[illegible]mbind [illegible] target creature may not regenerate this turn. Draw a card at the [illegible] beginning of the next turn's upkeep.	INS	R	●	DTu	B	IA
[illegible] Servitude You may choose to play Grave Servitude as an instant; if you do, bury it at end of turn. Enchanted creature gets +3/-1 and is black.	EC	C	●●●	ASm	B1	MG
[illegible] Werewolf After combat, put a -0/-2 counter on all creatures that blocked [illegible]werewolf. 2/4.	SC	C	●●●	DDer	B4	HL
[illegible] [illegible] Draw an extra card and sacrifice 2 life.	EN	R	●●●	PFo	B3	LG, 4th
[illegible]sterious Beast If untapped, prevents the stealing, destruction, or enchantment of your [illegible]creature artifacts. 2/4.	SC	R	●●●●	KMe	B3	AN
[illegible]nger of Night During your upkeep, put a -1/-1 counter on each creature. 2/3.	SC	R	●●●	TKy	BB2	MG
[illegible]saran Ogress [illegible]ay 2 when Hasran Ogress attacks or lose 2 life. 3/2.	SC	C	●●	DFr	BB	AN, CH
[illegible]ounting Wind [illegible] 1 damage to artifact's controller each time an artifact in play is [illegible]apped or its activation cost is paid.	EN	U	●●	JMe	B3	AQ
[illegible]eadless Horseman [illegible]... this card does nothing. 2/2.	SC	C	●	QHo	B2	LG
[illegible]dstone Remove target card in any graveyard from game. Draw a card at the beginning of the next turn's upkeep.	INS	C	●●	DCh	B1	HL
Hecatomb Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	●●●	Nth	BB1	IA
Hell Swarm Make all creatures -1/-0 until end of turn.	INS	C	●	CRu	B	LG
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	●●●	PVe	BBB2	LG
Hell's Caretaker T: Sacrifice creature to put a creature in your graveyard into play. 1/1.	SC	R	●●●	SEv	B3	LG, CH
Hoar Shade B: +1/+1 until end of turn. 1/2.	SC	C	●●●	RTh	B3	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	●●●	MTe	BB3	LG
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	●●●	MPo	BX	A,B,U,R,4th,IA
Hyalopterous Lemure 0: Gains flying and -1/-0 until end of turn. 4/3.	SC	U	●●●	RTh	B4	IA
Hymn to Tourach Target player randomly discards two cards from hand.	SOR	C	●●●●	Multi	BB	FE
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	●●●●●	DSh	BB1	A,B,U,R,4th
Icequake Destroy a land. If it's snow-covered, its controller takes 1 damage.	SOR	U	●●●	RKF	BB1	IA
Ifnan's Shade Protection from white. 5/5.	SC	U	●●●●	CRu	BBB3	HL
Imprison 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	●●●	CRu	B	LG
Infernal Contract Pay half your life, rounded up: Draw four cards.	SOR	R	●●●●	RRa	BBB	MG
Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.	EN	R	●●●	PFo	BB2	IA
Infernal Denizen During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his choice. T: Gain control of target creature. 5/7.	SC	R	●	DTu	B7	IA
Infernal Harvest Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.	SOR	C	●●●	NHe	B1	VS
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	●●●	AMa	BB3	LG
Initiates of the Ebon Hand 1: Add B to your mana pool. Bury Initiates if more than three is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.	SC	C	●●●	Multi	B	FE
Inquisition Examine target player's hand. Do one damage for each white card.	SOR	C	●	AMa	B2	DK
Insidious Bookworms B1: Target player discards a card at random. Use only when Bookworms is put into graveyard from play and only once. 1/1.	SC	C	●●	GSi	B	AI
Irini Sengir All white and green enchantments cost an extra 2 to cast. 2/2.	SL	U	●	PVe	BB2	HL
Jovial Evil Do 2 damage to opponent for each white creature opponent controls.	SOR	R	●●	CRu	B2	LG
Junún Efreet Flying. Pay BB during upkeep or Junún Efreet is destroyed. 3/3.	SC	U	●●●	CRu	BB1	AN,4th
Juzam Djinn Take 1 damage during upkeep. 5/5.	SC	R	●●●●●	MTe	BB2	AN
Kaervek's Hex Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.	SOR	U	●●	JMi	B3	MG
Kaervek's Spite Sacrifice all permanents, Discard your hand: Target player loses 5 life.	INS	R	●●	BTa	BBB	VS
Keeper of Tresserhorn If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6. Artists: ZPI & DAG.	SC	R	●●●	Multi	B5	AI
Khabal Ghoul Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	●●●	DSh	B2	AN
Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	●●●	MBe	B	IA
Knights of Stromgald Protection from white. BB: +1/+0. B: First strike. 2/1.	SC	U	●●●●	MPo	BB	IA
Koskun Falls During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.	EW	R	●●	RAl	BB2	HL
Krovikan Elementalist 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.	SC	U	●●	DSh	BB	IA
Krovikan Fetish Target creature gets +1/+1. Draw a card at the start of the next turn.	EC	C	●●●	HHu	B2	IA
Krovikan Horror At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand. 1: Sacrifice a creature to have Krovikan Horror dead one damage to target creature or player. 2/2.	SC	R	●	CRu	B3	AI
Krovikan Plague Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play. 0: Tap enchanted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature.	EC	U	●	LDa	B2	AI
Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	●●	QHo	BB3	IA
Legions of Lim-Dûl Snow-covered swampwalk. 2/3.	SC	C	●●	AMa	BB1	IA
Leshrac's Rite Give target creature swampwalk.	EC	U	●●	RTh	B	IA
Leshrac's Sigil BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.	EN	U	●●	DTu	BB	IA
Lesser Werewolf B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	●●●	QHo	B3	LG
Lich Lose all life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	●●	DGe	BBBB	A,B,U
Lim-Dûl's Cohort Creatures blocking or blocked by Cohort cannot regenerate. 2/3.	SC	C	●●	DSh	BB1	IA
Lim-Dûl's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.	EN	U	●●	LDa	B1	IA
Lim-Dûl's High Guard First strike. 1B: Regenerate. Two versions. 2/1.	SC	C	●●●	AMa	BB1	AI

When Man-o'-War comes into play, return target creature to owner's hand.
"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Look at target opponent's hand. Choose a card from that player's hand. That player discards that card
A thing's bargain
—Femeref expression meaning "a situation with no choices"

MAN-O'-WAR COERCION

Man-o'-War and Coercion: When Man-o'-War enters play, you can make one of your opponent's creatures flee from its gelatinous magnificence right back to your opponent's hand. This is an efficient way to get an obnoxious critter out of your hair for one turn, but why let your opponent cast it again, when you can apply a little Coercion to make her discard it?

Key

ART Artist	CEO Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land	SL Summon Legend
CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source	SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Lord of the Pit	SC	R	●●●	MTe	BBB4	A,B,U,R,4th
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.						
Lost Soul	SC	C	●●	RAF	BB1	LG,4th
Swampwalk. 2/1						
Marsh Gas	INS	C	●	DSh	B	DK,4th
Make all creatures -2/-0 until end of turn.						
Mind Ravel	SOR	C	●●	MTe	B2	IA
Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.						
Mind Twist	SOR	R	●●●●●	JBa	BX	A,B,U,R,4th
Opponent must randomly discard X cards from hand.						
Mind Warp	SOR	U	●●●	LDa	B3X	IA
Look at a player's hand and make him discard X cards of your choice.						
Mind Whip	EC	R	●●	DTu	BB2	IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he does not pay 3. That creature is tapped if Mind Whip deals damage in this way.						
Mindstab Thrull	SC	C	●●	Multi	BB1	FE
If Thrull attacks and is not blocked, you may have it deal no damage and sacrifice it to force the defender to discard three cards. 2/2.						
Minion of Leshrac	SC	R	●●●	LWi	BBB4	IA
Protection from black. During upkeep, sacrifice a creature or Minion does 5 damage to you and taps. T: Destroy a creature or land. 5/5.						
Minion of Tevesh Szat	SC	R	●●●	JBa	BBB4	IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.						
Mire Shade	SC	U	●●	RGa	B1	MG
B, Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1.						
Misinformation	INS	U	●●●	RKF	B	AI
Put three target cards from an opponent's graveyard on top of his library in any order.						
Mold Demon	SC	R	●	JMy	BB5	LG
Sacrifice 2 swamps when casting Mold Demon or bury it. 6/6.						
Mole Worms	SC	U	●●	DGe	B2	IA
T: Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.						
Moor Fiend	SC	C	●●●	AMa	B3	IA
Swampwalk. 3/3.						
Murk Dwellers	SC	C	●●	DTu	B3	DK,4th
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.						

Relentless Assault: If Final Fortune's catch takes the fun out of an extra turn, and you can't have the whole turn without strings attached, take the best part: the attack. Plan your first attack carefully and smash your opponent's defenses. Then, without giving him a chance to recover, take a second attack and squish your opponent like an overripe Kobold.

Nameless Race	SC	R	●●	QHo	B3	DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.						
Necrite	SC	C	●●	Multi	BB1	FE
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.						
Necromancy	EN	U	●●●	PVe	B2	VS
You may play Necromancy as an instant; if you do, bury it at end of turn. When you play Necromancy, choose a creature in your graveyard. When Necromancy comes into play, put that creature into play as though just played and Necromancy becomes an enchantment that targets the creature. If Necromancy leaves play, bury the creature.						
Necropotence	EN	R	●●●●	MTe	BBB	IA
Skip your draw phase. O: Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase.						
Necrosavant	SC	R	●●●	JCo	BBB3	VS
3BB, Sacrifice a creature: Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5						
Nekrataal	SC	U	●●●●	ASm	BB2	VS
First strike. When Nekrataal comes into play, bury target nonartifact, nonblack creature. 2/1.						
Nether Shadow	SC	R	●●	CRu	BB	A,B,U,R,4th
If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1.						
Nether Void	EW	R	●●●●●	HMc	B3	LG
All spells are countered unless their controller spends an additional 3.						
Nettling Imp	SC	U	●●●	QHo	B2	A,B,U,R
T: Target non-wall creature must attack or die at end of turn. 1/1.						
Nightmare	SC	R	●●●	MBe	B5	A,B,U,R,4th
Flying. Power and toughness equal number of swamps controller has in play. */*.						
Nocturnal Raid	INS	U	●●	JMa	BB2	MG
All black creatures get +2/+0 until end of turn.						
Norritt	SC	C	●●●	MRa	B3	IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1.						
Oath of Lim-Dûl	EN	R	●●●	DSh	B3	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.						
Order of the Ebon Hand	SC	C	●●●●	Multi	BB	FE
Protection from white. BB: +1/+0. B: First strike. 2/1.						
Oubliette	EN	C	●●●	DSh	BB1	AN
Place target creature out of play.						
Painful Memories	SOR	U	●●●	JCo	B1	MG
Look at target opponent's hand. Choose one of those cards and put it on top of his or her library.						
Paralyze	EC	C	●●●	AMa	B	A,B,U,R,4th
Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep.						
Pestilence	EN	C	●●●	JMy	B2	A,B,U,R,4th
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.						
Pestilence Rats	SC	C	●●	JMe	B2	IA
* equals the number of other Rats in play. */3.						
Phantasmal Fiend	SC	C	●●●	SKi	B3	AI
B: +1/-1 until end of turn. 1U: Switch Fiend's power and toughness until end of turn. Two versions. 1/5.						
Phyrexian Boon	EC	C	●●●	MTe	B2	AI
As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2. Two versions.						
Phyrexian Gremlins	SC	C	●●●	AWe	B2	AQ
T: Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.						
Phyrexian Tribute	SOR	R	●	JMa	B2	MG
Sacrifice two creatures: Destroy target artifact.						
Pillar Tombs of Aku	EW	R	●●●	TNi	BB2	VS
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.						
Pit Scorpion	SC	C	●●	SKi	B2	LG, 4th
If Scorpion damages opponent, opponent gets 1 poison counter. 1/1.						
Plague Rats	SC	C	●	AMa	B2	A,B,U,R,4th
Power and toughness equal number of Plague Rats in play. */*.						
Pox	SOR	R	●●●	CBr	BBB	IA
Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.						
Priest of Yawgmoth	SC	C	●	MTe	B1	AQ
T: Sacrifice an artifact and add B equal its cost to your mana pool. 1/2						
Purraj of Urborg	SL	R	●●●	JMa	BB3	MG
First strike when attacking. B: Put a +1/+1 counter on Purraj. Use only when a black spell is cast and only once for each spell. 2/3.						
Python	SC	C	●●	SWh	BB1	VS
3/2.						
Quagmire	EN	U	●	DFr	B2	LG
Creatures with swampwalk may be blocked as normal.						
Rag Man	SC	R	●●	DGe	BB2	DK,4th
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Raise Dead	SOR	C	●●●	JMe	B	A,B,U,R,4th
Bring a creature from your graveyard into your hand.						
Ravenous Vampire	SC	U	●●●	JBa	BB3	MG
Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.						
Reign of Terror	SOR	U	●●	GLe	BB3	MG
Bury all white or green creatures. Lose 2 life for each creature.						
Restless Dead	SC	C	●●●	IMi	B1	MG
B: Regenerate. 1/1.						
Ritual of the Machine	SOR	R	●●●●	AMa	BB2	AI
Sacrifice a creature to gain control of a non-black, non-artifact creature.						
Royal Assassin	SC	R	●●●●	TWa	BB1	A,B,U,R,4th
T: Destroy any tapped creature. 1/1.						
Sacrifice	MS	U	●	DFr	B	A,B,U,R
Sacrifice a creature to get B equal to that creature's casting cost.						
Scathe Zombies	SC	C	●	JMy	B2	A,B,U,R,4th
2/2.						
Scavenging Ghoul	SC	U	●●	JMe	B3	A,B,U,R,4th
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2.						
Season of the Witch	EN	R	●	JMy	BBB	DK
At end of each player's turn, bury all untapped creatures that could've attacked but didn't. Pay 2 life during upkeep or Season is destroyed.						
Seizures	EC	C	●●	JBa	B1	IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him.						
Sengir Autocrat	SC	R	●●●	DCh	B3	HL
When Autocrat comes into play, put 3 smurf tokens into play. Treat as 0/1 black creatures. If Autocrat leaves play, bury your smurfs. 2/2.						
Sengir Bats	SC	C	●●	DFr	BB1	HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2.						
Sengir Vampire	SC	U	●●●●	AMa	BB3	A,B,U,R,4th
Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 1/2.						
Sewers of Estark	INS	R	●●	MBe	BB2	PR
If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage.						
Sewer Rats	SC	C	●●●	MMc	B	MG
B, Pay 1 life: +1/+0 until end of turn. You cannot spend more than BBB in this way each turn. 1/1.						
Shadow Guildmage	SC	C	●●●	MKi	B	MG
U,T: Put target creature you control on top of owner's library. R,T: Guildmage deals 1 damage to any target and 1 damage to you. 1/1.						
Shallow Grave	INS	R	●●●●	JCo	B1	MG
Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn.						
Shauku, Endbringer	SL	R	●●	PVe	BB5	MG
Flying. Shauku cannot attack if there is another creature in play. During your upkeep, lose 3 life. T: Remove target creature from the game and put a +1/+1 counter on Shauku. 5/5.						
Shimian Night Stalker	SC	U	●●●	JMy	BB3	LG, CH
B: Redirect damage done to you by a creature to Stalker instead. 4/4.						
Simulacrum	INS	U	●●●	MPo	B1	A,B,U,R,4th
Redirect all damage done to you this turn to one of your creatures.						
Sinkhole	SOR	C	●●●	SEv	BB	A,B,U
Destroy a land.						
Skulking Ghost	SC	C	●●●	RBl	B1	MG
Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1.						
Soldevi Adnate	SC	C	●●	CRu	B1	AI
T: Sacrifice a black or artifact creature to add an amount of B equal to that creature's casting cost to your mana pool. 1/2.						
Songs of the Damned	MS	C	●●	PVe	B	IA
Add B to your mana pool for every creature in your graveyard.						
Sorceress Queen	SC	R	●●●●	KFo	BB1	AN,R,4th
T: Target creature becomes 0/2 until end of turn. 1/1.						
Soul Burn	SOR	C	●●●	RAl	B2	IA
Do one damage to any target for each B or R spent above the casting cost. Gain one life for each B spent in this way.						
Soul Exchange	SOR	U	●●●	AWa	BB	FE
Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thrull.						
Soul Kiss	EC	C	●●●	NLe	B2	IA
B: Sacrifice one life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.						
Soul Rend	INS	U	●●●	JMi	B1	MG
Bury target white creature. Draw a card at start of the next turn.						
Soulshriek	INS	C	●●	JBo	B	MG
Target creature you control gets +*/+0 until end of turn, where * is the number of creature in your graveyard. Bury creature at end of turn.						
Spirit of the Night	SL	R	●●●	CNi	BBB6	MG
Flying, trample, protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 6/5.						
Spirit Shackle	EC	U	●●	EBe	BB	LG,4th
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.						
Spoils of Evil	INT	R	●●●	QHo	B2	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Spoils of War	SOR	R	●●●	PVe	BX	IA
Put X +1/+1 counter on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Decay	INS	C	●●	HHu	BB1	AI
All non-artifact creatures get -1/-1 until end of turn. Two versions.						
Stench of Evil	SOR	U	●●●	MTe	BB2	IA
Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay 2 for each point he wishes to prevent.						
Stone-Throwing Devils	SC	C	●●●	KMe	B	AN
First strike. 1/1.						
Stromgald Cabal	SC	R	●●●●	AMa	BB1	IA
T: Pay 1 life to counter a white spell. 2/2.						

Stromgald Spy SC U ●●●● ZPl B3 AI
If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4.
Stupor SOR U ●●●● MKi B2 MG
Opponent discards a card at random, then chooses and discards a card.
Suq'Ata Assassin SC U ●● GGi BB1 VS
Suq-Ata Assassin cannot be blocked except by artifact or black creatures. If Suq-Ata Assassin attacks and is not blocked, defending player gets a poison counter. 1/1.
Swamp Mosquito SC C ●● NLe B1 AI
Flying. If Mosquito is not blocked, defender gets a poison counter. 0/1.
Syphon Soul SOR C ●● MBe B2 LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.
Tainted Specter SC R ●●● Ch B3 MG
Flying. BB1, T: Target chooses a card from his hand and then either discards it or puts it on top of his library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2.
Takklemaggot EC U ●● DGe BB2 LG, CH
Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Takklemaggot becomes an EN and does 1 damage during upkeep to its last controller.
Tar Pit Warrior SC C ●●● GPr B2 VS
If Tar Pit Warrior is the target of a spell or effect, bury Warrior. 3/4.
Terror INS C ●●●● RSP B1 A,B,U,R,4th
Bury target creature. Cannot target black or artifact creatures.
Thrull Champion SC R ●● DGe B4 FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or play, you lose control of it. 2/2.
Thrull Retainer EC U ●●● RSp B FE
Give target +1/+1. Sacrifice Retainer to regenerate the creature.
Thrull Wizard SC U ● AMa B2 FE
B1: Counter black spell unless caster pays an additional B or 3. 1/1.
Timmerian Fiends SC R ● MKi BB1 HL
BBB: Sacrifice Fiends to bury target opponent's artifact in your graveyard. Put Fiends into his graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1.
Tombstone Stairwell EW R ●●● Dom BB2 MG
Cumulative Upkeep: B1. During each player's upkeep, he puts into play a token for each creature in his graveyard. These tokens are 2/2 black creatures that are unaffected by summoning sickness and count as Zombies. Bury tokens at the end of any turn.
Torture EC C ●● MTe B HL
B1: Place -1/-1 token on creature Torture enchants. Two versions.
Touch of Darkness INS U ● PVe B LG
Change the color of one or more creatures to black until end of turn.
Touch of Death SOR C ●● MBe B2 IA
Do 1 damage to any player and gain 1 life. Cantrip.
Tourach's Chant EN U ●● RKF BB1 FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.
Tourach's Gate EL R ● SEv BB1 FE
Sacrifice a Thrull to put three time counters on land. Remove a counter during upkeep, burying Gate when there it has no time counters. 0: Tap land to give all your attacking creatures +2/-1 until end of turn.
Transmutation INS C ●●● SVC B1 LG, CH
Target creature's power and toughness are switched until end of turn.
Uncle Istvan SC U ●● DGe BBB1 DK,4th
Creatures cannot damage Uncle Istvan. 1/3.
• **Underworld Dreams** EN U ●●●●● JBa BBB LG
Do 1 damage to opponent for each card drawn.
Unholy Strength EC C ●●● DSh B A,B,U,R,4th
Target creature gains +2/+1.
Urborg Mindsucker SC C ●● TDi B2 VS
B, Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery. 2/2.
Urborg Panther SC C ●●● CNi B2 MG
B, Sacrifice Panther: Destroy target creature blocking Panther. Sacrifice Feral Shadow, Breathstealer, and Panther: Search your library for Spirit of the Night and put it into play as though it were just played.
Vampire Bats SC C ●● AMa B LG,4th
Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.
Vampiric Tutor INS R ●●●● GLe B VS
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.
Vampirism EC U ●● GLe B1 VS
Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.
Veldrane of Sengir SL R ●●● SVC BB5 HL
BB1: Forestwalk and -3/-0. 5/5.
Wake of Vultures SC C ●● JMi B3 VS
Flying. B1, Sacrifice a creature: Regenerate. 3/1.
Walking Dead SC C ●●● DFr B1 LG
B: Regenerates. 1/1.
Wall of Bone SC U ●● AMa B2 A,B,U,R,4th
B: Regenerates. 1/4.
Wall of Corpses SC C ●● GLe B1 MG
B, Sacrifice Wall: Destroy target creature blocked by Wall. 0/2.
Wall of Putrid Flesh SC U ●● RTh B2 LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
1 ●: Redirect 1 damage from Zhalfirin Crusader to target creature or player
"War is the crucible of leadership."
Rashida Scrathem

ZHALFIRIN CRUSADER MORTAL WOUND

Zhalfirin Crusader and Mortal Wound: The Crusader's ability makes it almost unbeatable on the field of battle, but there are some foes the 2/2 flanker just won't have the power to kill. That is, until you deal the offending nasty a Mortal Wound, at which point the Crusader thumbs his nose at all of your opponent's minions. "Come on, I *dare* you to attack— make your pal's day!"

Wall of Shadows SC C ●● PVe BB1 LG, CH
Damage done to Wall by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1
Wall of Tombstones SC U ● DFr B1 LG
=the number of creatures in your graveyard. 0/1+.
Warp Artifact EA R ●● AWe BB A,B,U,R,4th
Do 1 damage to target artifact's controller during upkeep.
Weakness EC C ●● DSh BO A,B,U,R,4th
Target creature loses -2/-1.
Wicked Reward INS C ●● DAG B1 VS
Sacrifice a creature: Target creature gets +4/+2 until end of turn.
Will-O'-The-Wisp SC R ●●●● JMy B A,B,U,R,4th
Flying. B: Regenerates. 0/1.
Withering Boon INT U ●●● RBl B1 MG
Pay 3 life: Counter target summon spell.
Withering Wisps EN U ●●● Nth BB1 IA
B: Do 1 damage to all creatures and players. You cannot spend more B than the number of SC swamps you control. Destroy if there are no creatures in play at end of turn.
Word of Binding SOR C ●●● RSp BBX DK,4th
Tap X creatures.
Word of Command INS R ●● JMy BB A,B,U
Examine opponent's hand. Play any card from opponent's hand using his available mana.
Worms of the Earth EN R ● AMa BBB2 DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.
Wretched, The SC R ●● CRu BB3 LG, CH
After combat, take control of all creatures blocking The Wretched. Lose control of such creatures if Wretched leaves play or your control. 2/5.
Xenic Poltergeist SC R ●●● DFr BB1 AQ, 4th
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.
Yawgmoth Demon SC R ● SEv BB4 AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts or Yawgmoth Demon taps and does 2 damage to you. 6/6.
Zombie Master SC R ●● JMe BB1 A,B,U,R,4th
All zombies in play gain swampwalk and may regenerate for B. 2/3.
Zombie Mob SC U ●●● TNi BB2 MG
Comes into play with one +1/+1 counter for each summon card in your graveyard. Remove all of those cards from the game. 2/0.

BLUE

Acid Rain SOR R ●●● NTh U3 LG
Destroy all forests in play.
Æther Storm EN U ●●● MTe U3 HL
No summon spells may be cast. Anyone may pay 4 life to bury Storm.
Air Elemental SC U ●●● RTh UU3 A,B,U,R,4th
Flying. 4/4.
Amnesia SOR U ●●●● MPo UUU3 DK
Examine target player's hand. Target discards all non-land cards.
Ancestral Memories SOR R ●●● WDo UUU2 MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.
• **Ancestral Recall** INS R ●●●●● MPo U A,B,U
Target player must draw 3 cards.
Animate Artifact EA U ●● DSh U3 A,B,U,R,4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.

Anti-Magic Aura EC C ●●● DSh U2 LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.
Apprentice Wizard SC C ●● DFr UU1 DK,4th
U, T: Add 3 to your mana pool. 0/1.
Arcane Denial INT C ●●●● RKF U1 AI
Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep and you draw one.
Amijlot's Ascent EN C ●● DTo UU1 IA
CU: U. 1: Target creature gains flying until end of turn.
Awesome Presence EC C ●● LSn U AI
Enchanted creature can't be blocked unless defending player pays an additional 3 for each creature assigned to block it.
Azimaet Drake SC C ●● GGr U2 MG
Flying. U: +1/+0 until end of turn. You cannot spend more than U in this way each turn. 1/3.
Azure Drake SC U ●●● DFr U3 LG, CH
Flying. 2/4.
Backfire EC U ●● BSn U LG,4th
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.
Baki's Curse SOR R ● NLe UU2 HL
Do 2 damage to each creature for each enchantment on that creature.
Balduvian Conjurer SC U ●● MTe U1 IA
T: Turn a SC land into a 2/2 creature until end of turn. 0/2.
Balduvian Shaman SC C ●● QHo U IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.
Bay Falcon SC C ●●● UFr U1 MG
Flying. Attacking does not cause Bay Falcon to tap. 1/1.
Bazaar of Wonders EW R ●●●● LDa UU3 MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.
Benthic Explorers SC C ●●● GSi U3 AI
T: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool. 2/4.
Betrayal EC C ●● GLe U VS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.
Binding Grasp EC U ●●● RTp U3 IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.
Blue Elemental Blast INT C ●●● RTh U A,B,U,R,4th
Counter a red spell being cast or destroy a red card in play.
Boomerang INS C ●●● BSn UU LG, CH,MG
Return target permanent to owner's hand. Artists: BSn, RKF (Mirage).
• **Braingeyser** SOR R ●●●● MTe UUX A,B,U,R
Target player must draw X cards.
Brainstorm INS C ●●● CRu U IA
Draw three cards, then put any two cards from your hand on top of your library in any order.
Breath of Dreams EN U ●● PFo UU2 IA
CU: U. Green creatures require an additional CU: 1.
Breezekeeper SC C ●●● ARe U3 VS
Flying, phasing. 4/4.
Brine Hag SC U ● QHo UU2 LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.
Browse EN U ●●● PFo UU2 AI
2UU: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.
Cerulean Wyvern SC U ●●● GGr U4 MG
Flying, protection from green. 3/3.

ART Artifact AC Artifact Creature CR Current Rarity
CU Cumulative Upkeep EA Enchant Artifact EC Enchant Creature
EE Enchant Enchantment EL Enchant Land EN Enchantment
EW Enchant World INS Instant INT Interrupt
LAN Land LL Legendary Land MS Mana Source
SC Summon Creature SL Summon Legend SOR Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Chaos Strass	INS	R	••	PMo	U	HL
Target creature. Controller of target creature may pay U2 to have Chaos Strass tap or untap another target creature.						
Chronotog	SC	R	•••	CRu	U1	VS
Skips your next turn: Chronotog gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.						

Enchant Creature
Enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.
"Watch death wait. Wait, death, watch your breath mighty / but steal life slowly."
Illus. Brian Horton

Summon Nekrataal
First strike
When Nekrataal comes into play, bury target nonartifact, nonblack creature
"I have seen the horrors Kaervek has freed. My betrayal is certain—but of Kaervek or of Jamuraa, I cannot say."
Illus. Adam Rex

Death Watch and Nekrataal: When you stick Death Watch on one of your opponent's creatures, she'll try to protect it. Naturally you could Terror it, but that's bad card economy (two cards hit your graveyard, only one goes to your opponent's), so terrorize your opponent's pet with a Nekrataal instead. You gain both life and a critter, while your opponent loses both!

DEATH WATCH NEKRATAAL

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Diminishing Returns	SOR	U	••••	LWi	UU2	AI
Each player shuffles his hand and graveyard into his library. You remove the top 10 cards from game. Each player draws up to 7 cards.						
Dissipate	INT	U	••••	RKF	UU1	MG
Counter target spell. Remove that card from the game.						
Drafna's Restoration	SOR	C	••	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.						
Drain Power	SOR	R	•••	DSh	UU	A,B,U,R,4th
Tap oppoent's landsfor mana and draw all mana in his pool into yours.						
Dream Cache	SOR	C	•••	DAG	U2	MG
Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.						
Dream Coat	EC	U	••	AWa	U	LG
During your upkeep you may change target creature's color.						
Dream Fighter	SC	C	•••	DTu	U2	MG
Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.						
Dream Tides	EM	U	••	JTi	UU2	VS
Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional 2 during his or her upkeep to untap that creature.						
Dreams of the Dead	EN	U	••	HMu	U3	IA
U1: Put a white or black creature from your graveyard into play. That creature now has CU: 2. If creature leaves play, remove it from game.						
Drowned	SC	C	••	QHo	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	•	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	••	AMa	U	DK
RR: +2/+0 and Eel does 1 damage to you. 1/1.						
Enchantment Alteration	INS	U	•••	BSn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.						
Energy Flux	EN	U	•••	KFo	U2	AQ,R,4th
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	••	DGe	U	LG,4th
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Energy Vortex	EN	R	••	TWa	UU3	MG
At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. X: Put X counters on Vortex. Use this ability only during your upkeep.						
Enervate	INS	C	•••	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn's upkeep.						
Erosion	EL	C	••	PVe	UUU	DK,4th
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	••	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay 1 for each damage he wishes to prevent.						
Essence Flare	EC	C	•••	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Ether Well	INS	U	•••	CGi	U3	MG
Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.						
False Demise	EC	U	•••	RGa	U2	AI
If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.						
Feedback	EE	U	••	QHo	U2	A,B,U,R,4th
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	•••	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	••	AMa	U1	AN, CH
Give target creature islandwalk.						
Flash	INS	R	•••	DHo	U1	MG
Put a creature from your hand into play. Pay the creature's casting cost reduced by up to 2. If you cannot, bury the creature.						
Flash Counter	INT	C	•••	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand.						
Flight	EC	C	•••	AMa	U	A,B,U,R,4th
Target creature now has flying.						
Flood	EN	C	•••	DDe	U	DK,4th
UU: Tap target non-flying creature.						
Flooded Shoreline	EN	R	••	RKu	UU	VS
UU, Return two islands you control to owner's hand: Return target creature to owner's hand.						
Floodgate	SC	U	•••	JMi	U3	MG
If Floodgate gains flying, bury it. If it leaves play, it deals to each non-blue, non-flying creature 1 damage for each 2 islands you have. 0/5.						
Flying Men	SC	C	•••	CRu	U	AN
Flying. 1/1.						
Force of Will	INT	U	•••••	TNi	UU3	AI
You may pay one life and remove a blue card in your hand from game instead of paying Force of Will's casting cost. Counter target spell.						
Force Spike	INT	C	••	BWa	U	LG
Counter target spell unless its caster spends 1 extra generic mana.						
Force Void	INT	U	•	MTe	U2	IA
Counter target spell unless its caster spends 1. Cantrip.						
Foreshadow	INS	U	••	GPr	U1	VS
Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw the card. Draw a card at the beginning of the next turn's upkeep.						
Foresight	SOR	C	•	TNi	U1	AI
Search your library for any three cards and remove them from the game. Draw a card at the beginning of the next turn's upkeep.						
Forget	SOR	R	••	MKi	UU	HL
Target player discards two cards and then draws two cards.						
Gaseous Form	EC	C	••	PFo	U2	LG,4th
Target creature deals nor receives damage in combat.						
Ghost Ship	SC	U	•••	TWa	UU2	DK,4th
Flying. UUU: Regenerates. 2/4.						
Giant Albatross	SC	C	••	DCh	U1	HL
Flying. U1. Bury all creatures that damaged Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Use only when Albatross dies.						
Giant Oyster	SC	U	•••	NLe	UU2	HL
You may leave Oyster tapped. T: Target tapped creature doesn't untap as normal as long as Oyster is tapped. During upkeep, place a -1/-1 counter on creature. If Oyster leaves play, all counters are discarded.						
Giant Shark	SC	C	•	TWa	U5	DK
Islandhome. When Shark blocks or is blocked by a creature that has been damaged this turn, Shark gets +2/+0 and trample until end of turn. 4/4.						
Giant Tortoise	SC	C	••	KFo	U1	AN,4th
+0/+3 while untapped. 1/1.						
Glacial Wall	SC	U	••	DWi	U2	IA
0/7.						
Glyph of Delusion	INS	C	•	SVC	U	LG
Put X counters on target creature blocked by a wall, where X is the power of the creature. Creature does not untap as normal while it has any counters on it. Remove a counter during its controller's upkeep.						
Hakim, Loreweaver	SL	R	•••	ARa	UU3	MG
Flying. UU: Put target creature enchantment from your graveyard on Hakim. Treat that enchantment as though it were just played. Use this ability only during your upkeep and only if there are no enchantments on Hakim. UU,T: Destroy all enchantments on Hakim. 2/4.						
Harmattan Efreet	SC	U	•••	DTu	UU2	MG
Flying. UU1: Target creature gains flying until end of turn. 2/2.						
High Tide	INS	C	•	Multi	U	FE
All islands produce another U until end of turn. Artists: AMa, DTu, AWe.						
Homarid	SC	C	•	Multi	U2	FE
Put a counter on Homarid when it comes into play and during upkeep. Homarid gets -1/-1 if it has 1 counter and +1/+1 if it has 3 counters. Remove all counters when there are 4 counters on Homarid. 2/2.						
Homarid Shaman	SC	R	•••	AWe	UU2	FE
U: Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	•••	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Camarids, 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	••	Multi	U4	FE
U: Warrior may not be the target of spells or effects until end of turn. Tap Warrior. It does not untap as normal during your next untap. 3/3.						
Hurkyl's Recall	INS	R	•••	NTh	U1	AQ,R,4th
Return all artifacts in play controlled by target player to owner's hand.						
Hydroblast	INT	C	•••	KFo	U	IA
Counter a spell being cast or destroy a red permanent if it's red.						
Iceberg	EN	U	••	JMe	UUX	IA
Put X counters on Iceberg when it comes into play. 3: Put a counter on Iceberg. 0: Remove a counter to add 1 to your mana pool.						
Icy Prison	EN	R	••	AMa	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
Clairvoyance	INS	C	••	KMe	U	IA
Look at target player's hand. Draw a card at beginning of next turn.						
Cloak of Invisibility	EC	C	•••	JCo	U	MG
Enchanted creature gains phasing and can only be blocked by Walls.						
Clone	SC	U	•••	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. */*.						
Cloud Elemental	SC	C	••	ARe	U2	VS
Flying. Cloud Elemental can only block creatures with flying. 2/3.						
Control Magic	EC	U	••••	DWi	UU2	A,B,U,R,4th
Control target creature until enchantment is discarded or game ends.						
Copy Artifact	EN	R	•••••	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat as both enchantment and artifact.						
Coral Fighters	SC	U	••	SLu	U1	MG
If Fighters attacks and is not blocked, look at top card of defender's library. You may put that card on the bottom of the library. 1/1.						
Coral Reef	EN	C	••	AWe	UU	HL
Put 4 counters on Reef. 0: Sacrifice an Island for 2 polyps. U: Place a +0/+1 counter on a blue creature you control. Remove 1 polyp.						
Counterspell	INT	U	•••••	Multi	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast. Artists: MPo, LWi						
Creature Bond	EC	C	••	AMa	U1	A,B,U,R,4th
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	•••	SEv	UU	DK, CH
Put a token creature in play and treat it as a duplicate of target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	••	DTu	UU	AN, CH
Islandhome. 4/1.						
Daring Apprentice	SC	R	•••	KFo	UU1	MG
T, Sacrifice Daring Apprentice: Counter target spell. 1/1.						
Dark Maze	SC	C	••	RAl	U4	HL
0: Can attack this turn. At the end of turn, remove Maze from the game. Dark Maze cannot attack the turn it comes under your control.						
Deep Spawn	SC	U	••	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Spawn. U: Spawn may not be target of spells or effects until end of turn. Tap Spawn if it was untapped. Does not untap as normal during your next untap. 6/6.						
Deep Water	EN	C	•	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	••••	MRa	U3	IA
Target spell with one target now targets a legal target of your choice.						
Desertion	INT	R	••••	RKF	UU3	VS
Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.						
Devouring Deep	SC	C	••	LDa	U2	LG
Islandwalk. 1/2.						

Illusionary Forces SC C ●●○○ JHa U3 IA
Flying. CU: U. 4/4.
Illusionary Presence SC R ●● KFo UU1 IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.
Illusionary Terrain EN U ●●● RAl UU IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC C ●● MPo U4 IA
Flying, first strike. CU: U. 7/4.
Illusions of Grandeur EN R ●● QHo U3 IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.
Impulse INS C ●● BTa U1 VS
Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library.

Leviathan SC R ●● MTe UUUU5 DK,4th
Trample. Enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack. 10/10.
Library of Lat-Nam SOR R ●●●● ARa U4 AI
Opponent chooses: You draw three cards at the beginning of the next turn's upkeep or you search your library for a card.
Lifetap EN U ●●● AMa UU A,B,U,R,4th
Gain 1 life whenever opponent taps a forest.
Lord of Atlantis SC R ●● MBe UU A,B,U,R,4th
All Merfolk in play gain islandwalk and +1/+1. 2/2.
Magical Hack INT R ●● JBa U A,B,U,R,4th
Change the text of a card being played or in play by switching one basic land type with another.
Magus of the Unseen SC R ●●●● KFo U1 IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. It is unaffected by summoning sickness. 1/1.

Mind Harness EC U ●●● JMi U MG
CU 1. Gain control of target red or green creature.
Mistfolk SC C ●● QHo UU IA
U: Counter any spell that targets Mistfolk. 1/2.
Mist Dragon SC R ●●● ADa UU4 MG
0. Flying. 0: Loses Flying. UU3: Phases out. 4/4.
Musician SC R ●● DTu U2 IA
CU: 1. T: Put a counter on target creature. During its controller's upkeep, he pays 1 for each counter or the creature is destroyed. 1/1.
Mystical Tutor INS U ●●●● DOC U MG
Search your library for an instant, interrupt, ms, or sorcery and reveal that card to all players. Put the card back on top of your library.
Mystic Decree EW R ●●● LDa UU2 HL
All creatures lose flying and islandwalk.
Mystic Might EL R ● NLe U IA
CU: U1. 0: Tap land to give a creature +2/+2 until end of turn.

Kormus Bell
Artifact
All swamps become 1/1 black creatures. The swamps still count as lands but cannot be tapped for mana the turn they come into play.

Blanket of Night
Enchantment
Every mana-producing land is a swamp in addition to its normal land type.
"Kaervek imprisoned Mangara out of boredom, but he taunts Tomnoza simply out of spite."
—Asmira, Holy Avenger

KORMUS BELL BLANKET OF NIGHT SIMOON

Kormus Bell, Blanket of Night and Simoon: *Visions*, along with a little-used card from the basic set, makes it easy to destroy all of your opponent's land in three easy steps. First, lay down the Kormus Bell— aah, that'll really scare your opponent, right? Well, maybe not, but after casting Blanket of Night, followed by Simoon all his land will keel over and die. Now who's laughing?

In the Eye of Chaos EW R ● CRu U2 LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.
Infuse INS C ● RGa U2 IA
Untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.
Inspiration INS C ●● ZSa U3 VS
Target player draws two cards.
Invisibility EC C ●●● AMa UU A,B,U
Target creature may only be blocked by walls.
Invoke Prejudice EN R ●●● HMc UUUU LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.
Island Fish Jasconius SC R ●● JMy UUU4 AN,R,4th
Islandhome. Pay UUU during upkeep to untap. 6/8.
Jinx INS C ●● MKi U1 HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.
Jolt INS C ●●● JMa U2 MG
Tap or untap target artifact, creature or land. Draw a card at the beginning of the next turn's upkeep.
Jump INS C ●● MPo U A,B,U,R,4th
Target creature has flying until end of turn.
Juxtapose SOR R ●●● JHa U3 LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts.
Knight of the Mists SC C ●●● HMc U2 VS
Flanking. When Knight of the Mists comes into play, pay U or bury target Knight. 2/2.
Krovikan Sorcerer SC C ●●● PMo U2 IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw 2 cards, keeping one and discarding the other. 1/1.
Kukemssa Pirates SC R ●●● Jo U3 MG
If Pirates are not blocked, you may have them do no damage this turn and gain control of target artifact the defending player controls. 2/2.
Kukemssa Serpent SC C ●●● IMi U3 MG
Islandhome. U, Sacrifice an island: Target land an opponent controls is an island until end of turn. 4/3.
Labyrinth Minotaur SC C ●● AMa U3 HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. Two versions. 1/4.
Land Equilibrium EN R ●●●● JMy UU2 LG
If opponent has at least as much land in play as you, he must sacrifice a land for each new one he puts into play.
Lat-Nam's Legacy INS C ●● TWa U1 AI
Choose a card from your hand and shuffle that card into your library to draw two cards at beginning of the next turn's upkeep.

Mahamoti Djinn SC R ●●●● DFr UU4 A,B,U,R,4th
Flying. 5/6.
Man-o'-War SC C ●● JMu U2 VS
When Man-o'-War comes into play, return target creature to owner's hand. 2/2.
Mana Drain INT U ●●●●● MTe UU LG
Counter target spell. At the beginning of your next turn, add to your mana pool colorless mana equal to casting cost of spell.
Mana Short INS R ●●● DWi U2 A,B,U,R,4th
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.
Mana Vortex EN R ●● DSh UU1 DK
Sacrifice a land when casting Vortex. All players must sacrifice a land during upkeep. Vortex is destroyed when there are no lands in play.
Marjhan SC R ●● DGe UU5 HL
Islandhome. Does not untap as normal. UU: Sacrifice a creature to untap Marjhan. Use only during your upkeep. UU: -1/-0 until the end of turn. Do 1 damage to target attacking creature without flying. 8/8.
Meddle INT U ●●●● BSn U1 MG
Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.
Memory Lapse INT C ●● MTe U1 HL,MG
Counter target spell. Put that spell on top of its owner's library.
Merchant Scroll SOR C ●●● LDah U1 HL
Search library for blue instant or interrupt and add it to your hand.
Merchant Ship SC R ●● TWa U AN
Islandhome. Gain 2 life if Ship attacks and is not blocked. 0/2.
Merfolk Assassin SC U ●●● DDe UU DK
T: Destroy target creature that has islandwalk. 1/2.
Merfolk of the Pearl Trident SC C ● JMe U A,B,U,R,4th
1/1.
Merfolk Raiders SC C ●●● SLu U1 MG
Phasing; islandwalk. 2/3.
Merfolk Seer SC C ●● SLu U2 MG
U1: Draw a card Use this ability only when Merfolk Seer is put into the graveyard from play and only once. 2/2.
Merseine EC C ●● Multi UU2 FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove a counter.
Mesmeric Trance EN R ●● DFr UU1 IA
CU. 1. U: Discard a card from your hand to draw a card.
Mind Bend INS U ●●●● MDr U MG
Change the text of target permanent by replacing all instances of one color word or basic land type with another.
Mind Bomb SOR U ●● MTe U DK,4th
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.

Mystic Remora EN C ●●● KMe U IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay 4 to counter this effect.
Mystic Veil EC C ●●● DAG U1 VS
You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.
Narwhal SC R ●● DCh UU2 HL
First strike, Protection from red. 2/2.
Old Man of the Sea SC R ●●●● SVC UU1 AN
T: Gain control of creature with power less than or equal to the Old Man's. You may choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.
Ovinomancer SC U ●● KWa U2 VS
When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer. T, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.
Part Water SOR U ●● NTh UXX LG
Give X target creatures islandwalk until end of turn.
Phantasmal Forces SC U ●● MPo U3 A,B,U,R,4th
Flying. Pay U during upkeep or card is destroyed. 4/1.
Phantasmal Mount SC U ●●● MBe U1 IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.
Phantasmal Sphere SC C ●● MTe U1 AI
Flying. At the beginning of the upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay one for each counter or bury Sphere. If Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number counters on Sphere. 0/1.
Phantasmal Terrain EL C ●●● DWi UU A,B,U,R,4th
Target land switches to any basic land type chosen by caster
Phantom Monster SC U ●●● JMy U3 A,B,U,R,4th
Flying. 3/3.
Pirate Ship SC R ●●● TWa U4 A,B,U,R,4th
Islandhome. T: Do 1 damage to any target. 4, 3
Polar Kraken SC R ●●● MTe UUU8 IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.
Political Trickery SOR R ●●●● SKe U2 MG
Exchange control of one of your lands for one of opponent's lands.
Polymorph SOR R ●●● RBl U3 MG
Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.

Key

	ART Artifact	CU Cumulative Upkeep	EE Enchant Enchantment	EW Enchant World	LAN Land		SC Summon Creature	
	AC Artifact Creature	EA Enchant Artifact	EL Enchant Land	INS Instant	LL Legendary Land		SL Summon Legend	
	CR Current Rarity	EC Enchant Creature	EN Enchantment	INT Interrupt	MS Mana Source		SOR Sorcery	

Portent SOR C ●●● LDa U IA
You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Contrip
Power Artifact EA U ●● DSh UU AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1.
Power Leak EE C ● DTu U1 A,B,U,R,4th
Enchantment's controller must pay 2 during upkeep or Power Leak does 1 damage to him for each unpaid mana.
Power Sink INT C ●●●● Multi UX
A,B,U,R,4TH,IA,MG
Counter target spell unless its caster spends X more mana. Spell's caster must spend all mana from lands and mana pool until X is met.
Prismatic Lace INS R ●●● DOC U MG
Target permanent becomes the color(s) of your choice.
Prodigal Sorcerer SC C ●●● DSh U2 A,B,U,R,4th
T: Do 1 damage to any target. 1/1.
Prosperity SOR U ●●● DFr UX VS
Each player draws X cards.
Psionic Blast INS U ●●●● DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.
Psionic Entity SC R ●● JHa U4 LG,4th
T: Do 2 damage to any target and 3 damage to itself. 2/2.
Psychic Allergy EN R ●● MTe UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.
Psychic Purge SOR C ●● SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.
Psychic Transfer SOR R ●● Dom U4 MG
Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player
Psychic Venom EL C ●● BSn U1 [illegible]
Do 2 damage to target land's controller whenever the land is tapped.
Puppet Master EC U ●● SEv UUU LG, CH
If creature goes to the graveyard, return it to its owner's hand. You may pay UUU to return Master to its owner's hand if this happens.
Rainbow Efreet SC R ●●● MTe U3 VS
Flying. UU: Phase out. 3/1.
Ray of Command INS C ●●● Multi U3 IA,MG
Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.

Ray of Erasure INS C ● MRa U IA
Target player must take the top card of his library and place it in his graveyard. Draw a card at the beginning of the next turn's upkeep.
Reality Ripple INS C ●● ARa U1 MG
Target artifact, creature, or land phases out.
Reality Twist EN R ●● JEr UUU IA
CU: UU1. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.
• **Recall** SOR U ●●●● BSn UXX LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.
Reconstruction SOR C ●●● AMa U AQ,R
Bring an artifact from your graveyard into your hand.

Reef Pirates SC C ●● TWa UU1 HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.
Relic Bind EA R ●● CRu U2 LG,4th
Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.
Remove Soul INT C ●●● BSn U1 LG, CH
Counter target summon spell.
Reset INT U ●● NLe UU LG
Untap all your lands. May only be played during opponent's turn.
Reveka, Wizard Savant SL R ●● SVC UU2 HL
T: Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.
Reverberation INS R ●●● JHa UU2 LG
Redirect damage from a sorcery to its caster.
Riptide INS C ● RAF U DK
Tap all blue creatures.
River Merfolk SC R ●●● DSh UU FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.
Sage of Lat-Nam SC C ●● PVe U1 AQ
T, Sacrifice an artifact: Draw a card.1/1.
Sandbar Crocodile SC C ●●● UFr U4 MG
Phasing. 6/5.
Sapphire Charm INS C ●●● SLu U MG
Choose one — Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.
Sea King's Blessing INS U ● RAF U LG
Change color of any number of target creatures to blue until end of turn.
Sea Scryer SC C ●● MMc U1 MG
T: Add 1 to your mana pool.. 1,T: Add U to your mana pool. 1/1.
Sea Serpent SC C ● JMe U5 A,B,U,R,4th
Islandhome. 5/5.
Sea Spirit SC U ●● RAI U4 IA
U: +1/+0 until end of turn. 2/3.
Sea Sprite SC U ●●● SVC U1 HL
Flying. Protection from red. 1/1.
Sea Troll SC U ● DGe U2 HL
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a creature. 2/1.
Seasinger SC U ●● AWe UU1 FE
Islandhome. T: Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may leave Seasinger tapped. 0/1.
Segovian Leviathan SC U ●●● MBe U4 LG,4th
Islandwalk. 3/3.
Serendib Djinn SC R ●● AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.
Serendib Efreet SC R ●●●●● AMa U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.
Shaper Guildmage SC C ●●● DAG U MG
W,T: Target creature gets first strike. B,T: Target creature gets +1/+0.

Shimmer EN R ●●● DCh UU2 MG
When you play Shimmer, pick a land type. Those lands gain phasing.
Shimmering Efreet SC U ●● TGi U2 VS
Flying, phasing. When Efreet phases in, target creature phases out. 2/2.
Shrieking Drake SC C ●● IMi U VS
Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.
Shyft SC R ●● RTh U4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.
Sibilant Spirit SC R ●●●● RSp U5 IA
Flying. When Spirit attacks, defending player may draw a card. 5/6.

Silhouette INS U1 ● KFo U LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.
Silver Erne SC U ●● MBe U3 IA
Flying, trample. 2/2.
Sindbad SC U ●● JBa U1 AN,4th
T:Draw a card. If it's not a land, discard it. 1/1.
Siren's Call INS U ●● AMa U A,B,U,R,4th
All of opponent's creatures that can attack must, or die at end of turn.
Sleight of Mind INT U ●●●● NLe U A,B,U,R,4th,IA
Change the text of a card being played or in play by switching one color word with another.
Snow Devil EC C ●● KMe U1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.
Snowfall EN C ● PFo U2 IA
CU: U. Islands may produce an addition U when tapped for mana. SC islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.
Soar EC C ●●● TRo U1 MG
You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.
Soldevi Heretic SC C ● MKi U2 AI
W, T: Prevent up to two damage to any creature. Target opponent may draw a card. 2/2.
Soldevi Machinist SC U ●● JMe U1 IA
T: Add 2 to mana pool. Use only for artifact activation costs. 1/1.
Soldevi Sage SC C ●● CHe U1 AI
T: Sacrifice 2 lands to draw 3 cards. Discard one of those cards. 1/1.
Soul Barrier EN U ●● HMc U2 IA
Target opponent takes 2 damage whenever he casts a summon spell. That player may pay 2 to prevent this damage.
Spectral Cloak EC U ●●● RAI UU LG
Creature cannot be targeted by spells or fast effects unless it is tapped.
Spell Blast INT C ●●● BSn UX A,B,U,R,4th
Counter target spell; X is the casting cost of target spell.
Spiny Starfish SC U ●● ARa U2 AI
U: Regenerate and put a Starfish token into play at end of turn. Treat these tokens as 0/1 blue creatures. 0/1.
Stasis EN R ●●● FJo U1 A,B,U,R,4th
Players don't get an untap phase. Pay U during upkeep or bury Stasis.
Steal Artifact EA U ●●● AWe UU2 A,B,U,R,4th
Take control of target artifact.
Storm Crow SC C ●● SEv U1 AI
Flying. 1/2.
Storm Elemental SC U ●●● JMa U5 AI
Flying. U: Remove top card of your library from the game to tap target flying creature. U: Remove top card of your library from the game. If it is a SC land, Storm Elemental gets +1/+1 until end of turn. 3/4.
Suffocation INS U ●● LWi U1 AI
Play only when a red spell deals damage to you. Do 4 damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.
Sunken City EN C ●●● JMy UU DK,4th
All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.
Suq'Ata Firewalker SC U ●●● DOC UU1 MG
Suq'Ata Firewalker cannot be the target of red spells or effects. T: Suq'Ata Firewalker deals 1 damage to target creature or player. 0/1.
Svyelunite Priest SC U ●● RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.
Tangle Kelp EC U ● RAI U DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.
Taniwha SL R ●●●● IMi UU3 MG
Phasing, Trample. At the beginning of your upkeep, all lands you control phase out. 7/7.
Teferi's Curse EP C ●● RBl U1 MG
Play only on an artifact or creature. Enchanted permanent gains phasing.
Teferi's Drake SC C ●● KJo U2 MG
Flying, phasing. 3/2.
Teferi's Imp SC R ●●● UFr U2 MG
Flying, Phasing. When Teferi's Imp phases out, choose and discard a card. When Teferi's Imp phases in, draw a card. 1/1.
Teferi's Realm EW R ●● ARa UU1 VS
At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or glob. enchantments. All cards of type phase out.
Telekinesis INS R ●● DGe UU LG
Target creature becomes tapped and deals no damage this turn.It does not untap normally during its controller's following two untap phases.
Teleport INS R ●●● DSh UUU LG, CH
Target creature may not be blocked this turn.
Thirst EC C ●●● RRa U2 MG
Tap enchanted creature. During your upkeep, pay U or bury Thirst. Enchanted creature does not untap during its controller's untap phase.
Thought Lash EN R ● MTe UU2 AI
CU: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash. O: Remove the top card of your library from game to prevent one damage to you.
Thoughtlace INT R ● MPo U A,B,U,R,4th
Change the color of a card being played or already in play to blue.

Enchant World
During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.
"Aku, City of Hidden Graves! Aku, City of Lost Kings! Aku, welcome me. Pillar tomb me, open."
Illus. Terese Nielsen

Enchantment
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.
"Far too many soldiers have died in their beds."
--Telim'Tor

PILLAR TOMBS OF AKU BREATHSTEALER'S CRYPT

Pillar Tombs of Aku and Breathstealer's Crypt: This combo creates a Catch-22 for everyone involved: sacrifice a creature each turn or lose five life, but you also have to pay three life for each creature you draw if you want to keep it. Of course, you can prepare for this with creature-generating permanents, while your opponent gets caught with his pants down... and his head in a vice.

Three Wishes INS R ●●● GPr UU1 VS
Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Thunder Wall SC U ●● RTh UU1 IA
Flying. U: +1/+1 until end of turn. 0/2.

Tidal Control EN R ●● RGa UU1 AI
CU: 2. Anyone may pay 2 or two life to counter a red or green spell.

Tidal Flats EN C ● Multi U FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay one for each attacking creature to prevent this effect.

Tidal Influence EN U ●● TWa U2 FE
Put 1 counter on Tidal Influence when casting it and during upkeep. When there is one counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 counters, all blue creatures get +2/+0. Remove all counters when there are four on Tidal Influence.

Tidal Wave INS U ●●● BSn U2 MG
Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

Time and Tide INS U ●● GPr UU VS
All creatures that are phased out phase in and all creatures with phasing phase out.

Time Elemental SC R ●●● AWe U2 LG,4th
UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

• **Time Walk** SOR R ●●●●● AWe U1 A,B,U
Take an extra turn immediately after this one.

• **Timetwister** SOR R ●●●●● MTe U2 A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

Transmute Artifact SOR U ●● AMa UU AQ
Sacrifice an artifact to choose an artifact from your library and put it into play. If the new artifact's casting cost exceeds the discarded one's, pay the difference or bury the new artifact.

Twiddle INS C ●●● RAl U A,B,U,4th
Tap or untap any single land, creature, or artifact in play.

Undertow EN U ● RAF U2 LG
Creatures with islandwalk may be blocked.

Undo SOR C ●● TMi UU1 VS
Return two target creatures to owner's hand.

Unstable Mutation EC C ●●● DSh U AN,R,4th
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain even if Unstable Mutation is destroyed.

Unsummon INS C ●●● DSh U A,B,U,R,4th
Return target creature to its owner's hand.

Updraft INS U ●● LWi U1 IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn's upkeep.

Vanishing EC C ●●● JMa U VS
UU: Enchanted creature phases out.

Vaporous Djinn SC U ●●● ARe UU2 MG
Flying. During your upkeep, pay UU or Vaporous Djinn phases out. 3/4.

Venarian Gold EC C ●● DGe UUX LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R ●●●● QHo UU3 A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.

Viscerid Armor EC C ●● HHu U1 AI
Enchanted creature gets +1/+1. 1U: Return Armor to owner's hand.

Viscerid Drone SC U ●● HHu U1 AI
T: Sacrifice a creature and Swamp to bury target non-artifact creature. T: Sacrifice a creature and a SC Swamp to bury target creature. 1/2.

Vision Charm INS C ●●● GSp U VS
Choose one—Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Vodalian Knights SC R ●●● SVC UU1 FE
Islandhome. First strike. U: Flying until end of turn. 2/2.

Vodalian Mage SC C ●● Multi U2 FE
U, T: Counter a target spell unless caster pays an additional 1. 1/1.

Vodalian Soldiers SC C ● Multi U1 FE
Artists: MBe, RKF, JMe, SVC. 1/2.

Vodalian War Machine SC R ●● AWe UU1 FE
Tap a Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner are destroyed. 0/4.

Volcanic Eruption SOR R ●●● DSh UUUX A,B,U,R,4th
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U ●●● RTh UU1 A,B,U,R,4th
Flying. 1/5.

Wall of Kelp SC R ●● ARa UU HL
UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.

Wall of Vapor SC C ●●● RTh U3 LG, CH
Cannot be damaged by creatures it blocks. 0/1.

Wall of Water SC U ●● RTh UU1 A,B,U,R,4th
U: +1/+0. 0/5.

Wall of Wonder SC U ●● RTh UU2 LG, CH
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.

Water Elemental SC U ●● JMe UU3 A,B,U,R,4th
5/4.

Water Wurm SC C ● RSp U DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.

Breathsteader's Crypt EN R ●● BDR BU2 VS
Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays 3 life or discards the card.

Cadaverous Bloom EN R ●●●● ARa BG3 MG
Choose a card in your hand and remove it from the game: Add BB or GG to your mana pool.

Centaur Archer SC U ●● MBe GR1 IA
T: Deal 1 damage to target flying creature. 3/2.

Play only on a creature an opponent controls.
If enchanted creature becomes tapped, draw a card.
"Sometimes a burden can be borne only on the shoulders of a willing enemy."
—Suq'Ata aphorism

Each player skips his or her untap phase.
At the beginning of each player's turn, untap each tapped artifact, creature, and land in the controller's upkeep that was tapped at the beginning of that player's last turn.
"But once, such a magician . . . kept Time on a stopped and Day stood still."
"Lone Song of North and Fire"

BETRAYAL SANDS OF TIME

Betrayal and Sands of Time: When you cast Sands of Time everything on the table catches a severe case of happy feet and does the twist, tapping and untapping on their own every couple of turns. This dance craze spells pay dirt for you when you deal out a little Betrayal. While your opponent's minions boogie down, they'll also stab her in the back, giving you draws with every tap.

Waterspout Djinn SC U ●●● TGi UU2 VS
Flying. During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn. 4/4.

Wave Elemental SC U ●● ZPi UU2 MG
U,T: Sacrifice: Tap up to three target creatures without flying. 2/3.

Wind Spirit SC U ●●● KFo U4 IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.

Winter's Chill INS R ●● EBe UX IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed.

Word of Undoing INS C ●●● CRu U IA
Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.

Wrath of Marit Lage EN R ●●● MRa UU3 IA
Tap all red creatures. Red creatures do not untap as normal.

Zephyr Falcon SC C ●●● HHu U1 LG,4th
Flying. Does not tap to attack. 1/1.

Zuran Enchanter SC C ●●● DSh U1 IA
B2, T: Opponent must discard 1 card. Play as a sorcery. 1/1.

Zuran Spellcaster SC C ●●● EBe U2 IA
T: Do 1 damage to any target. 1/1.

Zur's Weirding EN R ●●●● LDa U3 IA
All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.

GOLD

Adun Oakenshield SL R ●●● JMe BGR LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.

Altar of Bone SOR R ●● MBe GW IA
Sacrifice a creature search your library for a creature card.

Angus Mackenzie SL R ●● BWa UGW LG
UGW, T: Creatures deal no damage during combat. 2/2.

Arcades Sabboth SL R ●●● EBe UUGGWW2 LG, CH
Flying. All your creatures gain +0/+2 when untapped. W: +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades. 7/7.

Army Ants SC U ●●● Multi BR1 VS
T: Sacrifice a land: Destroy target land. 1/1. Artists: GDa & IRa.

Asmira, Holy Avenger SL R ●●● RGu GW2 MG
Flying. At the end of each turn, put a +1/+1 counter on Asmira for each creature put into your graveyard from play that turn. 2/3.

Axelrod Gunnarson SL R ●● SKi BBRR4 LG, CH
Trample. When a creature is put in graveyard during a turn in which Axelrod damaged it, gain 1 life and do 1 damage to a player. 5/5.

Ayesha Tanaka SL R ●●● BWa UUWW LG, CH
Bands.T: Counter artifact effect unless its controller spends W. 2/2.

Barktooth Warbeard SL U ●● ARu BRR4 LG
6/5.

Bartel Runeaxe SL R ●●● ARu BGR3 LG
Cannot be target of enchantments. Does not tap to attack. 6/5.

Benthic Djinn SC R ●●● ARe BU2 MG
Islandwalk. During your upkeep, lose 2 life. 5/3.

Boris Devilboon SC R ●● JMy BR3 LG
BR2, T: Put a 1/1 red and black minor demon token into play. 2/2.

Chromatic Armor EC R ●●● MPo UW1 IA
Put a counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a counter on Chromatic Armor and change the color that it protects against. X equals the number of counters on Chromatic Armor.

Chromium SL R ●● EBe BBUUWW2 LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.

Circle of Despair EN R ●●● SFi BW1 MG
1, Sacrifice a creature: Prevent all damage to any creature or player from any one source.

Corrosion EN R ●● MDa BR1 VS
Cumulative upkeep: 1. During your upkeep, put a rust counter on each artifact target opponent controls. If the number of rust counters on an artifact equals or exceeds that artifact's casting cost, bury the artifact. If Corrosion leaves play, remove all rust counters from the game.

Dakkon Blackblade SL R ●●● RKF BUUW2 LG, CH
* equals the number of lands you control. */*.

Dark Heart of the Wood EN C ●●● CRu BG DK
Sacrifice a forest to gain 3 life.

Delirium INS U ●●● TNi BR1 MG
Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player damage equal to its power. The creature takes deals and takes no damage in combat.

Diabolic Vision SOR U ●●● AWa BU IA
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.

Discordant Spirit SC R ●●● ARa BR2 MG
At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of your turn, remove all these counters from Discordant Spirit. 2/2.

Earthlink EN R ● RKF BGR3 IA
Pay 2 during upkeep or bury Earthlink. When a creature is put into the graveyard from play, that creature's controller must sacrifice a land

Elemental Augury EN R ●●● AWa BUR IA
3: Look at the top three cards of any player's library and put them back in any order.

Emberwilde Caliph SC R ●● JLu UR2 MG
Flying, Trample. Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life. 4/4.

Energy Arc INS U ●● TNi WU AI
Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Essence Vortex INS U ●● MOK BU1 IA
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.

Femeref Enchantress SC R ●● DAG GW VS
When an enchantment is put into a graveyard from play, draw a card. 1/2.

Fiery Justice SOR R ●● MBe GRW IA
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

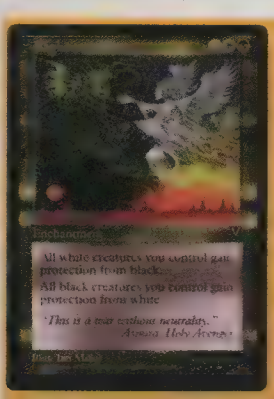
Fire Covenant INS U ●●● DFr BR1 IA
Fire Covenant deals X damage, divided among any number of target creatures, where X is equal to the amount of life you sacrifice.

Firestorm Hellkite SC R ●●● PVe BU4 VS
Flying, trample. Cumulative upkeep: UR. 6/6.

ART Artifact · AC Artifact Creature · CR Current Rarity · CU Cumulative Upkeep · EA Enchant Artifact · EC Enchant Creature · EE Enchant Enchantment · EL Enchant Land · EN Enchantment · EW Enchant World · INS Instant · INT Interrupt · LAN Land · LA Legendary Land · MS Mana Source · SC Summon Creature · SL Summon Legend · SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Flooded Woodlands	EN	R	●●●	KFo	BU2	IA
No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Frenetic Efreet	SC	R	●●●	TGi	UR1	MG
Flying. 0: Flip a coin; if the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet. 2/1.						
Fumarole	SOR	U	●●	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SL	R	●●	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghostly Flame	EN	R	●●	RGa	BR	IA
Black and red permanents and spells are colorless sources of damage.						
Johan	SL	R	●●●	MTe	GRW3	LG, CH
If Johan is not tapped and doesn't attack, your creatures may attack without tapping. 5/4.						
Jungle Troll	SC	U	●●	JBo	GR1	MG
R: Regenerate. G: Regenerate. 2/1.						
Kaervek's Purge	SOR	U	●●	RKF	BRX	MG
Destroy target creature with casting cost equal to X. Kaervek's Purge deals to creature's controller damage equal to the creature's power.						
Kasimir the Lone Wolf	SL	U	●	RKF	UW4	LG
5/3.						
Kei Takahashi	SL	R	●●	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	●●	MPo	GW3	IA
Creature blocking or blocked by Beast is killed at end of combat. 2/4.						
Lady Caleria	SL	R	●●●	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SL	R	●●●	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SL	U	●	RKF	GR4	LG
5/5.						
Lady Orca	SL	U	●●	SEv	BR5	LG
7/4.						
Leering Gargoyle	SC	R	●●	DPo	UW1	MG
Flying. T: Gargoyle gets -2/+2 and loses flying until end of turn. 2/2.						


All white creatures you control gain protection from black.
All black creatures you control gain protection from white.
"This is a war without neutrality."
Arcum's Holy Avenger

Target permanent becomes the color(s) of your choice. Costs to tap, maintain, or use an ability of that permanent remain unchanged.

RIGHTEOUS WAR PRISMATIC LACE

Righteous War and Prismatic Lace: In the war of the Righteous your black and white creatures have it made, but what if you've got a Crocodile or Serpent that wants to join the party as well? With Prismatic Lace, you can make one of your left-out critters black AND white, giving him double the protection. And in this day and age, we all know how important a good amount of protection is!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Nebuchadnezzar	SL	R	●●●●	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards. Play as a sorcery. 3/3.						
Nicol Bolas	SL	R	●●●	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
Palladia-Mors	SL	R	●●●	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	●	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Phelddagrif	SC	R	●●●	AWe	GUW1	AI
W: Flying. Opponent gains two life. U: Return Phelddagrif to owner's hand. Opponent may draw a card. G: Trample. Put a 1/1 green Hippo token into play under opponent's control. 4/4.						
Phyrexian Purge	SOR	R	●●●	RBl	BR2	MG
Pay 3 life per target: Destroy any number of target creatures.						
Princess Lucrezia	SL	U	●	SEv	BUU3	LG
T: Add U to your mana pool. 5/4.						
Prismatic Boon	INS	U	●●●	TGi	UWX	MG
X creatures gain protection from a single color until end of the turn.						
Purgatory	EN	R	●●●	MDr	BW2	MG
Whenever a creature is put into your graveyard from play, put it face up under Purgatory. During your upkeep, you may pay 4 mana and 2 life to put any card under Purgatory into play.						
Pygmy Hippo	SC	R	●●●	SWh	UG	VS
If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool. 2/2.						
Radiant Essence	SC	U	●●	JLo	GW1	MG
As long as target opponent controls any black permanents, Radiant Essence gets +1/+2. 2/3.						
Ragnar	SL	R	●●	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	●●●	PFo	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	●●	RKF	BBUU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver	SL	R	●●●	ARu	UW4	LG
Put 7 counters on Rasputin. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool. Add a counter to Rasputin during your upkeep if he began your turn untapped (max. 7). 4/1.						
Reclamation	EN	R	●●●	DWi	GW2	IA
No black creature can attack unless its controller sacrifices land when that creature attacks.						
Reflect Damage	INS	R	●●●	RSp	RW3	MG
Redirect all damage dealt by any one source to that source's controller.						
Reparations	EN	R	●●●	DSh	UW1	MG
Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.						
Righteous War	EN	R	●●●	IMi	BW1	VS
All white creatures you control gain protection from black. All black creatures you control gain protection from white.						
Riven Turnbull	SL	U	●●	RKF	BU5	LG
T: Add B to your mana pool (play as a mana source). 5/7.						
Rock Basilisk	SC	R	●●●	IMi	GR4	MG
Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat. 4/5.						
Rohgahh of Kher Keep	SL	R	●	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and Kobolds tap and enter opponent's control. 5/5.						
Rubinia Soulsinger	SL	R	●●●	RAl	UGW2	LG
T: Gain control of a creature. You lose control when Rubinia leaves your control or is untapped. You may leave Rubinia tapped. 2/3.						
Savage Twister	SOR	U	●●●●	BEg	GRX	MG
Savage Twister deals X damage to each creature.						
Sawback Manticore	SC	R	●●●	MMc	GR3	MG
4: Flying. 1: Manticore deals 2 damage to target attacking or blocking creature. Use only once and only if Manticore is in combat. 2/4.						
Scalebane's Elite	SC	U	●●●	SLu	GW3	VS
Protection from black. 4/4.						
Scarwood Goblins	SC	C	●	RSp	GR	DK
2/2.						
Sealed Fate	SOR	U	●●●	TNi	BUX	MG
Look at the top X cards of opponent's library. Remove one from the game and put the rest back on top of that player's library in any order.						
Shauku's Minion	SC	U	●●	GSi	BR1	MG
BR,T: Shauku's Minion deals 2 damage to target white creature. 2/2.						
Simoon	INS	U		RGa	GR	VS
Simoon deals 1 damage to each creature target opponent controls.						
Sir Shandlar of Eberyn	SL	U	●●	ARu	GW4	LG
4/7.						
Sivitri Scarzam	SL	U	●	NTh	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	●●●	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa .						
Sol'kanar the Swamp King	SL	R	●●●●	RKF	BUR2	LG, CH
Swampwalk. You gain 1 life each time a black spell is cast. 5/5.						
Spatial Binding	EN	U	●	Dom	BU	MG
Pay 1 life: Target Cannot phase out until the start of your next upkeep.						
Giant Trap Door Spider	SC	U	●●●	HHu	GR1	IA
GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Glaciers	EN	R	●●●	MTe	UW2	IA
All mountains become plains.						
Gosta Dirk	SL	R	●●	RTh	UUWW3	LG
First strike. Creatures with islandwalk may be blocked. 4/4.						
Grim Feast	EN	R	●●	MKi	BG1	MG
Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.						
Guiding Spirit	SC	R	●●●	TNi	UW1	VS
Flying. T: If the top card of target player's graveyard is a creature card, put that card on the top of that player's library. 1/2.						
Gwendlyn Di Corci	SL	R	●●●●	JBa	BBUR	LG
T: Target player randomly discards a card. Play as a sorcery. 3/5.						
Halfdane	SL	R	●●●	MBe	BUW1	LG
Halfdane is 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Harbor Guardian	SC	U	●●●	SBe	UW2	MG
Harbor Guardian can block creatures with flying, if Harbor Guardian attacks, defending player may draw a card. 3/4.						
Haunting Apparition	SC	U	●●	Ch	BU1	MG
Flying. * is no. of green creatures in opponent's graveyard. 1+*/2.						
Hazerider Drake	SC	U	●●	ZSa	UW2	MG
Flying, protection from red. 2/3.						
Hazezon Tamar	SL	R	●●	RKF	GRW4	LG
On the upkeep after Hazezon enters play, put * tokens in play, where * is the number of lands you control. Treat tokens as 1/1 red, white, and green creatures. Remove all tokens if Hazezon leaves play. 2/4.						
Hunding Gjornersen	SL	U	●	RTh	UUW3	LG
Rampage: 1. 5/4.						
Hymn of Rebirth	SOR	U	●●●	RKF	GW3	IA
Take control of a creature from any graveyard.						
Jacques le Vert	SL	R	●●●	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SL	U	●●	RKF	GW3	LG
4/5.						
Jedit Ojanen	SL	U	●	MPo	UWW4	LG
5/5.						
Jerrard of the Closed Fist	SL	U	●●	ARu	GGR3	LG
6/5.						
Lim-Dûl's Paladin	SC	U	●●●	CKu	BB2	AI
Trample. During upkeep, discard a card or bury Paladin and draw a card. Paladin gets +6/+3 if blocked. If Paladin is not blocked, it deals no damage to defender this turn and that player loses four life. 0/3.						
Lim-Dûl's Vault	INS	U	●●●●	RAl	UB	AI
Look at the top five cards of your library. As many times as you choose, you may pay one life to put those cards on the bottom and look at the top five. Shuffle all but the top five cards of your library; put those five on top of your library in any order.						
Livonya Silone	SL	R	●●●	RKF	GGRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SL	U	●●●	MTe	GWW3	LG
First strike. Creatures with plains or forestwalk may be blocked. 4/3.						
Lord of Tresserhorn	SC	R	●●●	AMa	RBU1	AI
When Lord comes into play, pay two life and sacrifice two creatures; and target opponent draws two cards. B: Regenerate. 10/4						
Malignant Growth	EN	R	●●●	SFi	UG3	MG
CU: 1. During upkeep, add a counter. During opponent's draw phase, he draws an additional card and takes 1 damage for each counter.						
Marhault Elsdragon	SL	U	●●	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SL	C	●●	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SL	R	●●●	HHu	BUW	IA
Merieke does not untap. T: Gain control of target creature. If Merieke leaves your control or becomes untapped, that creature is buried. 1/1.						
Misfortune	SOR	R	●●	RSp	GRB1	AI
Opponent chooses: Either you put a +1/+1 counter on each creature you control and gain 4 life or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him.						
Monsoon	EN	R	●●●●	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	●●	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Mundungu	SC	U	●●	TNi	BU1	VS
T: Counter target spell unless that spell's caster pays an additional 1 and 1 life. Play this ability as an interrupt. 1/1.						
Nature's Blessing	EN	U	●●●	SEv	GW2	AI
WG: Choose and discard a card from your hand to have target creature permanently gain banding, first strike, trample or +1/+1.						

Spectral Shield EC U ●●● MOK UW1 IA
Target creature gains +0/+2 and cannot be the target of spells.
Squandered Resources EN R ●●● RKu BG VS
Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce.
Stangg SL R ●●● MPo GR4 LG, CH
Put Stangg Twin token in play. Token is a 3/4 green and red legend. If either one leaves play, the other is buried. 3/4.
Storm Spirit SL R ●●● PVe UGW3 IA
Flying. T: Do 2 damage to target creature. 3/3.
Stormbind EN R ●●●● Multi GR1 IA
2: Discard a card at random to do 2 damage to any target.
Zebra Unicorn SC U ●● MOK GW2 MG
For each 1 damage Zebra Unicorn deals, gain 1 life. 2/2.

GREEN

Afiya Grove EN R ●● SGr G1 MG
Grove comes into play with three +1/+1 counters on it. During your upkeep, put a counter on a creature. If Grove has no counters, bury it.
Aisling Leprechaun SC C ● QHo G LG
All creatures blocking or blocked by Leprechaun become green. 1/1.
An-Havva Constable SC U ●● DFr GG1 HL
* is the total number of green creatures in play. 2/1+*

You may choose to play Spider Climb as an instant; if you do, bury it at end of turn.
Enchanted creature gets +0/+3 and can block creatures with flying.

Panther Warriors and Spider Climb: The Panther Warriors join the ranks of green's big offense, low defense creatures; they can sure dish it out, but they just can't take it. For one mana more, Spider Climb gives your Panther Warriors the protection they need, plus an added bonus, making them a fierce, 6/6 fighting machine that eats Archangels for breakfast and comes back for lunch!

PANTHER WARRIORS SPIDER CLIMB

Suleiman's Legacy EN R ●●● KFo RW VS
When Suleiman's Legacy comes into play, bury all Djinns and Efreets. Whenever a Djinn or Efreet comes into play, bury it.
Sunastian Falconer SL U ●●● CRu GR3 LG
T: Add 2 to your mana pool. 4/4.
Surge of Strength INS U ●● RTp RG AI
Discard a red or green card to have target creature gain trample and get +X/+0 until end of turn, where X is the creature's casting cost.
Tempest Drake SC U ●●● GGr UW1 VS
Flying. Attacking does not cause Tempest Drake to tap. 2/2.
Tetsuo Umezawa SL R ●●● JBa BUR LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.
Tobias Andrion SL U ● ARu UW3 LG, CH
4/4.
Tor Wauki SL U ●●● RAF BBR2 LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.
Torsten Von Ursus SL U ● MPo GGW3 LG
5/5.
Tuknir Deathlock SL R ●●● LDa GGRR LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.
Unfulfilled Desires EN R ●●●● DAG BU1 MG
1, Pay 1 life: Draw a card, then choose and discard a card.
Ur-Drago SL R ●● CRu BBUU3 LG
First strike. Creatures with swampwalk may be blocked. 4/4.
Vaevictis Asmadi SL R ●●● ARu BBRRGG2 LG, CH
Flying. B: +1/+0. R: +1/+0. G: +1/+0. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.
Viashivan Dragon SC R ●●● IMi GGRR2 VS
Flying. R: +1/+0 until end of turn. G: +0/+1 until end of turn. 4/4.
Vitalizing Cascade INS U ●●● RGu GWX MG
Gain X+3 life.
Wandering Mage SC R ●●● PVe WUB AI
W: Pay one life to prevent up to 2 damage to any creature. U: Prevent one damage to any Cleric or Wizard. B: Put a -1/-1 counter on target creature you control to prevent up to 2 damage to any player. 0/3.
Warping Wurm SC R ●●● SFi UG2 MG
Phasing. During your upkeep, pay UG2 or Warping Wurm phases out. When Warping Wurm phases in, put a +1/+1 counter on it. 1/1.
Wellspring EL R ●●● SVC GW1 MG
Gain control of target land. At the end of each of your turns, lose control of land. At the beginning of your turn, gain control of the land.
Windreaper Falcon SC U ●● TRo RG1 MG
Flying, protection from blue. 1/1.
Wings of Aesthir EC U ●●● EBe UW IA
Give target creature flying, first strike, and +1/+0.
Winter's Night EW R ●● RAI WRG AI
When a SC land is tapped for mana, it gives one additional mana of the same type and doesn't untap during its controller's next untap.
Xira Arien SL R ●●● MBe BRG LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.
An-Havva Inn SOR U ●●● BSn GG1 HL
Gain 1+X life where X is the number of green creatures in play.
Arboria EW U ●● DGe GG2 LG
If a player doesn't cast a spell or put a card in play on his turn, creatures may not attack that player until after his next turn.
Argothian Pixies SC C ●●● AWe G1 AQ, CH
Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.
Argothian Treefolk SC C ●● AWe GG3 AQ
Any damage Treefolk takes from an artifact is reduced to 0. 3/5.
Armor of Thorns EC C ●●● ARa G1 MG
You may play Armor as an instant; if you do, bury it at end of turn. Play only on a non-black creature. Enchanted creature gets +2/+2.
Aspect of Wolf EC R ●●● JMe G1 A,B,U,R,4th
Target gets +X/+X, where X is half the number of forests you control.
Aurochs SC C ●● KMe G3 IA
Trample. Gains +1/+0 for each other Aurochs that attacks. 2/3.
Autumn Willow SL R ●●●●● MOK GG4 HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.
Avoid Fate INT C ● PFo G LG
Counter target interrupt or EN targeting a permanent you control.
Balduvian Bears SC C ●●● QHo G1 IA
2/2.
Barbary Apes SC C ●●● BWa G1 LG
2/2.
Barbed Foliage EN U ●● MPo GG2 MG
When a creature attacks you, it loses flanking. When a creature without flying attacks you, Barbed Foliage deals 1 damage to it.
• **Berserk** INS U ●●●●● DFr G A,B,U
Double target creature's power and give it trampling ability until end of turn. If it attacks, destroy target creature at end of turn.
Birds of Paradise SC R ●●●● MPo G A,B,U,R,4th
Flying. T: Add one mana of any color to your mana pool. 0/1.
Blizzard EN R ● AMa GG IA
CU: 2. Flying creatures do not untap.
Bounty of the Hunt INS U ● JMe GG3 AI
You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters on any number of target creatures. Remove counters at end of turn.
Brown Ouphe SC C ●● DGe G IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.
Brushwagg SC R ●●● IMi GG1 MG
If Brushwagg blocks or is blocked, it gets -2/+2 until end of turn. 3/2.
Bull Elephant SC C ●●● SWh G3 VS
When Bull Elephant comes into play, return two forests you control to owner's hand or bury Bull Elephant. 4/4.
Camouflage INS U ●● JMy G A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.
Canopy Dragon SC R ●●● ARa GG4 MG
Trample. G1: Flying and loses trample until end of turn. 4/4.
Carapace EC C ●● AMa G HL
+0/+2. Sacrifice Carapace to regenerate the creature it enchants.
Carnivorous Plant SC C ●● QHo G3 DK,4th
Counts as a wall. 4/5.
Cat Warriors SC C ●●● MBe GG1 LG, CH
Forestwalk. 2/2.
• **Channel** SOR U ●●●● RTh GG A,B,U,R,4th
Add 1 colorless mana to your pool for each life point you sacrifice.
Chub Toad SC C ●● DGe G2 IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.
Citanul Druid SC U ●● JMe G1 AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.
City of Solitude EN R ●●● RKu G2 VS
Each player may play spells and abilities only during his or her turn.
Cockatrice SC R ●●● DFr GG3 A,B,U,R,4th
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.
Cocoon EC U ●● MTe G LG, CH
Put 3 counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.
Concordant Crossroads EW R ●● AWe G LG, CH
All creatures are unaffected by summoning sickness.
Crash of Rhinos SC C ●●● SWh GG6 MG
Trample. 8/4.
Craw Giant SC U ●●● CRu GGGG3 LG, CH
Trample. Rampage: 2. 6/4.
Craw Wurm SC C ●● DGe GG4 A,B,U,R,4th
6/4.
Creeping Mold SOR U ●●●● DSt GG2 VS
Destroy target artifact, land, or enchantment.
Crumble [illegible] AQ R,4th
Bury target artifact. Controller gains life equal to the casting cost.
Cycle of Life EN R ●● Cli GG1 MG
Return Cycle of Life to owner's hand: Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.
Cyclone EN R ●●● MTe GG2 AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if mana is not paid.
Daughter of Autumn SC R ●● MOK GG2 HL
W: Redirect 1 damage from white creature to Daughter. 2/4.
Deadfall EN U ● NTh G2 LG
Creatures with forestwalk may be blocked.
Deadly Insects SC U ●●● SKi G4 AI
Cannot be the target of spells or effects. 6/1.
Decomposition EC U ●● DTu G1 MG
Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.
Desert Twister SOR U ●●● SVC GG4 AN,R,4th
Destroy target permanent.
Dire Wolves SC C ●●● RSp G2 IA
Gains banding if you control any plains. 2/2.
Drop of Honey EN R ●●● AMa G AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.
Durkwood Boars SC C ●● MKi G4 LG,4th
4/4.
Early Harvest INS R ●● JJo GG1 MG
Target player untaps all basic lands he or she controls.
Earthlore EL C ●● DTu G IA
0: Tap land to give a blocking creature +1/+2 until end of turn.
Elder Druid SC R ●●● RKF G3 IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.
Elephant Grass EN U ●●● TRo G VS
CU: 1. Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.
Elven Cache SOR C ●●●● JMa GG2 VS
Return target card from your graveyard to your hand.
Elven Fortress EN C ●● Multi G FE
G1: Give target blocker +0/+1 until end of turn.
Elven Riders SC U ●● MBe GG3 LG,4th
Cannot be blocked except by walls and flying creatures. 3/3.
Elves of Deep Shadow SC U ●●● JMy G DK
T: Add B to mana pool and lose 1 life.1/1.
Elvish Archers SC R ●●● AMa G1 [illegible] 4th
First strike. Misprint: Alpha listed power/toughness as 1/2. [illegible]
Elvish Bard SC U ●●● SVC GG3 AI
All creatures able to block Bard must do so. 2/4.
Elvish Farmer SC R ●●● DKF G1 FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.
Elvish Hunter SC C ●●● Multi G1 FE
G1, T: Target creature does not untap as normal. 1/1.
Elvish Ranger SC C ●●● TMi G2 AI
4/1.
Elvish Scout SC C ●● Multi G FE
G, T: Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.

• Restricted
Banned
1 Restricted in type 1 only
Banned from type 1 only
ART Artifact
AC Artifact Creature
CR Current Ranty
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Elvish Spirit Guide	SC	U	●●●●	JBa	G2	AI
If Elvish Spirit Guide is in your hand, you may remove it from the game to add G to mana pool. 2/2.						
Emerald Charm	INS	C	●●	GSp	G	VS
Choose one—Untap target permanent; or destroy target global enchantment; or target creature loses flying until end of turn.						
Emerald Dragonfly	SC	C	●●	QHo	G1	LG, CH
Flying. GG: First strike until end of turn. 1/1.						
Erhnam Djinn	SC	U	●●●●●	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	●●●●	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that aren't white.						
Eureka	SOR	R	●●	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.						

When Ovinomancer comes into play, return three basic lands you control to owner's hand or bury Ovinomancer.
Φ, Return Ovinomancer to owner's hand: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature.

Bloom
You may play up to three additional lands this turn.
"Our love is like the river in the summer season of long rains: I live a little while it spilled its banks, flooding the crops in the fields."
"Love Song of Night and Day"

OVINOMANCER SUMMER BLOOM

Ovinomancer and Summer Bloom: Who can resist the ability to turn your opponent's critters into furry, helpless little sheep? Of course, such great power exacts an equally great price: three of your lands get sent back to your hand when you summon the wizard. Summer Bloom lets your disappearing lands spring right back up from the barren earth, so the only thing vanishing is your opponent's minions. Baaah.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Faerie Noble	SC	R	●●●	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fallow Earth	SOR	U	●●●	JJo	G2	MG
Put target land on top of owner's library.						
Fanatical Fever	IMS	U	●●●	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
• **Fastbond**	EN	R	●●●	MPo	G	A,B,U,R
There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	●●	RAI	GGG3	FE
Add a counter during upkeep. Remove 3 counters: Regenerates. 6/3.						
Femeref Archers	SC	U	●●●	WDo	G2	MG
T: Do 4 damage to target attacking creature with flying. 2/2.						
Feral Instinct	INS	C	●●	DFr	G1	VS
Target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.						
Fire Sprites	SC	C	●●	JBa	G1	LG
Flying. G, T: Add R to your mana pool. 1/1.						
Floral Spuzzem	SC	U	●●	RAI	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	●●	Multi	G	A,B,U,R,4th,MG
Creatures do not damage one another in combat. Artists: JMy, HMc						
Folk of An-Havva	SC	C	●●	JBa	G	HL
If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1.						
Folk of the Pines	SC	C	●●	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu.						
Foratog	SC	U	●●●	MPo	G2	MG
G, Sacrifice a forest: +2/+2 until end of turn. 1/2.						
Forbidden Lore	EL	R	●●●	CRu	G2	IA
O: Tap land to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	●●●●	DSh	GGGG2	A,B,U,R,4th
Trample. Pay GGGG during upkeep or Force does 8 damage to you. 8/8.						
Forgotten Lore	SOR	U	●●●	HMc	G	IA
Opponent chooses a card in your graveyard. You may pay G to have opponent choose a different card. Take the last card chosen.						
Foxfire	INS	C	●	MOK	G2	IA
Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gaea's Liege	SC	R	●●●	DWi	GGG3	A,B,U,R,4th
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. * is the number of forests you control; when attacking, * is the number of forests defender controls. */*.						
Gaea's Touch	EN	C	●●●	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool.						
Gargantuan Gorilla	SC	R	●●●	GSi	GGG4	AI
During your upkeep, sacrifice a forest, or bury Gorilla and take seven damage. If you sacrifice a SC forest, Gorilla gains trample until end of turn. T: Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7.						
Ghazban Ogre	SC	C	●●	JMy	G	AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	●●●	LDo	GG1	PR
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Caterpillar	SC	C	●●●	ZSa	G3	VS
G, Sacrifice Giant Caterpillar: Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3						
Giant Growth	IMS	C	●●●●	SEv	G	A,B,U,R,4TH,IA
Target creature gets +3 +3 until end of turn						
Giant Mantis	SC	C	●●●	RGa	G3	MG
Giant Mantis can block creatures with flying. 2/4.						
Giant Spider	SC	C	●●●	SEv	G3	A,B,U,R,4th
Giant Spider can block creatures with flying. 2/4.						
Giant Turtle	SC	C	●	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Gibbering Hyenas	SC	C	●●	DFr	G2	MG
Gibbering Hyenas cannot block black creatures. 3/2.						
Gift of the Woods	EC	C	●●●	SVC	G	AI
If enchanted creature blocks or is blocked by any creatures, it gets +0/+3 until end of turn and you gain one life.						
Glyph of Reincarnation	INS	C	●	SVC	G	LG
Bury all creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Berserkers	SC	C	●●●	JMa	GG3	AI
Trample, rampage: 2. Cannot be blocked by 1 or 2 creatures. 2/3.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Gorilla Chieftain	SC	C	●●●	QHo	GG2	AI
1G: Regenerate. Two versions. 3/3.						
Gorilla Pack	SC	C	●	AWa	G2	IA
Foresthome. 3/3.						
Granger Guildmage	SC	C	●●●	DFr	G	MG
W,T; Target creature gains first strike. R,T: Granger Guildmage does 1 damage to target creature or player and 1 damage to you. 1/1.						
Grizzly Bears	SC	C	●●●	JMe	G1	A,B,U,R,4th
2/2.						
Hail Storm	INS	U	●●	JMe	GG1	AI
Hail Storm deals two damage to each attacking creature and one damage to you and each creature you control.						
Hall of Gemstone	EW	R	●●●●	DCh	GG1	MG
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land produces mana of the chosen color instead of its normal color.						
Hidden Path	EN	R	●●●	RAI	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	●	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	●●	NLe	G1	IA
O: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C	●●●	HHu	GG2	HL
During your upkeep, pay GG or bury Hungry Mist. Two versions. 6/2.						
Hurricane	SOR	U	●●●●	DWi	GX	A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	●●●	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	●	MBe	GG1	LG
Do 4 damage to any player casting an instant, except for the first one cast by that player that turn. 1/1.						
Ifh-Biff Efreet	SC	R	●●●●	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	●●	DWi	G	A,B,U,R,4th
You may untap creature one extra time during your turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	●●	JMy	G4	A,B,U,R,4th
3/5.						
Johtull Wurm	SC	U	●●●	DGe	G5	IA
Johtull Wurm gets -2/-1 for each extra creature blocking it. 6/6.						
Jolrael's Centaur	SC	C	●●●●	JTo	GG1	MG
Flanking. Cannot be the target of spells or effects. 2/2.						
Joven's Ferrets	SC	C	●●●	AWe	G	HL
If attack they get +0/+2. At end of combat, tap all creatures blocking Ferrets. They don't untap as normal next untap phase. 1/1.						
Jungle Patrol	SC	R	●●●	MPo	G3	MG
1G,T: Put a Wood token into play. Treat as a 0/1 green creature that counts as a wall. Sacrifice a token: Add R to your mana pool. 3/2.						
Jungle Wurm	SC	C	●●●	TKy	GG3	MG
Jungle Wurm gets -1/-1 for each extra creature blocking it. 5/5.						
Juniper Order Druid	SC	C	●●●	JMe	G2	IA
T: Untap a land of your choice. 1/1.						
Karoo Meerkat	SC	U	●●●	JJo	G1	MG
Protection from blue. 2/1.						
Katabatic Winds	EN	R	●●	GGi	G2	VS
Phasing. Creatures with flying cannot attack, block, or use any ability that includes "Tap" in the activation cost.						
Kaysa	SL	R	●●●	RGu	GG3	AI
All green creatures you control get +1/+1. 2/3.						
Killer Bees	SC	U	●●●	PFo	GG1	LG,4th
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
King Cheetah	SC	C	●●	TNi	G3	VS
You may play King Cheetah whenever you can play an instant. 3/2.						
Kudzu	EL	R	●	MPo	GG1	A,B,U,R
When target land is tapped, it's destroyed.The player who just lost a land to Kudzu must place it on any other land in play.						
Kyscu Drake	SC	U	●●●	Multi	G3	VS
Flying. G: +0/+1 until end of turn. You cannot spend more than G in this way each turn. Sacrifice Kyscu Drake and Spitting Drake: Search your library for Viashivan Dragon and put it into play. 2/2.						
Land Leeches	SC	C	●●	QHo	GG1	DK,4th
First strike. 2/2.						
Leaping Lizard	SC	C	●●	AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn. 2/3						
Ley Druid	SC	U	●●●	SEv	G2	A,B,U,R,4th
T: Untap a land of your choice. 1/1.						
Lhurgoyf	SC	R	●●●●	PVe	GG2	IA
* equals the total number of creatures in all graveyards. */*+1.						
Lichenthrope	SC	R	●●	BEg	GG3	VS
For each 1 damage dealt to Lichenthrope, put a -1/-1 counter on it instead. During your upkeep, remove one of these -1/-1 counters from Lichenthrope. 5/5.						
Lifeforce	EN	U	●●●	DWi	GG	A,B,U,R,4th
GG: Counter a black spell as it is being cast .						
Lifelace	INT	R	●	AWe	G	A,B,U,R,4th
Changes the color of one card in play to green.						
Living Artifact	EA	R	●●●	AMa	G	A,B,U,R,4th
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	●●●	JMy	G3	A,B,U,R,4th
Treat all forests in play as 1/1 creatures that can be tapped for G.						

Name / Description — Kind CR Rating Artist Cost Sets Found

Living Plane EW R ●●● BWa GG LG
All lands are now also 1/1 creatures.

Lionowar Elves SC C ●●●● AMa G A,B,U,R,4th
T: Add G to your mana pool. 1/1.

Locust Swarm SC U ●●● WDo G3 MG
Flying. G: Regenerate. G: Untap Locust Swarm. Use this ability only once each turn. 1/1.

Lure EC U ●●● AMa GG1 A,B,U,R,4TH,IA
All creatures that can block target creature must do so.

Nettletooth Djinn SC U ●●● JJo G3 MG
During your upkeep, Nettletooth Djinn deals 1 damage to you. 4/4.

Niall Silvain SC R ●● CRu GGG DK
GGGG, T: Regenerate target creature. 2/2.

Night Soil EN C ●●● Multi GG FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, a 1/1 green creature, in play.

Pale Bears SC R ●●● AWa G2 IA
Islandwalk. 2/2.

Ritual of Subdual EN R ●● JHa GG4 IA
CU: 2. All mana-producing lands now produce colorless mana.

River Boa SC C ●●●● SWh G1 VS
Islandwalk. G: Regenerate. 2/1.

Roots EC U ●● NLe G3 HL
Top target creature without flying. That creature does not untap during its controller's untap phase.

Roots of Life EN U ●●● TRo GG1 MG
Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.

Root Spider SC U ● MKi G3 HL
If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.

Rowen EN R ●●● JMu GG2 VS
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.

Rust INT C ● LDa G LG
Counter target artifact effect that requires an activation cost.

Rysorian Badger SC R ●● HHu G2 HL
If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.

Sabertooth Cobra SC C ●● ARo G2 MG
A player damaged by Sabertooth Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.

Sandstorm INS C ●● Multi G AN,4th,MG
Do one damage to all attacking creatures. Artists: BSn, MKi (Mirage).

Serene Elves SC C ● RSp G DK
GG, T: Destroy target enchant land. 1/1.

Scaled Wurm SC C ●● DGe G7 IA
7/6.

Scarwood Bandits SC R ●●● MPo GG2 DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying two. You lose control of artifact if Bandits leave play. 2/2.

Scarwood Hag SC U ●●● AMa G1 DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.

Scavenger Folk SC C ●●● DDe G DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.

Scryb Sprites SC C ●● AWe G A,B,U,R,4th
Flying. 1/1.

Seedling Charm INS C ●●● SGr G MG
Return target creature enchantment to owner's hand; or regenerate a green creature; or target creature gains trample until end of turn.

Seeds of Innocence SOR R ●●● JTo GG1 MG
Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.

Serene Heart INS C ●● DAG G1 MG
Destroy all local enchantments.

Shambling Strider SC C ●●● DSh GG4 IA
GR: +1/-1 until end of turn. 5/5.

Shanodin Dryads SC C ●● AMa G A,B,U,R,4th
Forestwalk. 1/1.

Shelkin Brownie SC C ● DSh G1 LG
T: Remove banding ability from target creature until end of turn. 1/1.

Shrink INS C ●● LDa G HL
Target creature gets -5/-0 until the end of turn. Two versions.

Singing Tree SC R ●●● RAl G3 AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.

Snowblind EC R ● DSh G3 IA
Target creature gets -*/-*. * is the number of SC lands the defender controls when creature attacks. Otherwise, * equals number of SC lands creature's controller owns.

Spectral Bears SC U ●●● PMo G1 HL
If Bears is declared as an attacker and defending player controls no black cards, Bears do not untap as normal next untap phase. 3/3.

Spider Climb EC C ●●● RSp G VS
You may play Spider Climb as an instant; if you do, bury it at end of turn. Ccreature gets +0/+3 and can block creatures with flying.

Spitting Slug SC U ●● AMa GG1 DK
G1: First strike until end of turn. If this ability is not used, every creature in combat with Slug gains first strike until end of turn. 2/4.

Splintering Wind EN C ●●● RSp GG2 AI
2G: Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature and CU: G. If this token leaves play, it deals one damage to you and to each creature you control.

Spore Cloud INS C ●●● Multi GG1 FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.

Spore Flower SC U ●● MOK GG FE
Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1.

Stalking Tiger SC C ●● TNi G3 MG
Stalking Tiger cannot be blocked by more than one creature. 3/3.

Stampede INS R ●●● JMe GG1 IA
All attacking creatures get trample and +1/+0 until end of turn.

Stampeding Wildebeests SC U ●●● RGa GG2 VS
Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.

Forbidden Ritual
Sorcery
Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card.
You may repeat this process as many times as you choose.
Illus. Christopher Rush

Kaervek's Spite
Instant
Sacrifice all permanents. Discard your hand. Target player loses 5 life
"The end justifies the means. What do I care if I rule over the dead rather than over the living? The dead ask fewer questions."
- Kaervek
Illus. Bryan Talbot

Forbidden Ritual and Kaervek's Spite: Do you think *Magic* is too friendly? Deal out some spite with this combination. First tap enough mana to cast both spells, then cast the Ritual and sacrifice all your permanents, dealing your opponent a severe blow to his life or cards. Then, since you have nothing more to lose, add insult to injury with Kaervek's Spite! Nasty!

FORBIDDEN RITUAL KAERVEK'S SPITE

Lure of Prey INS R ●●● ARo GG2 MG
Play only if an opponent cast a summon spell this turn. Put a green summon card from your hand into play as though it were just played.

Lurker SC R ●●● AMa G2 DK
Cannot be target of spells unless it attacked or blocked this turn. 2/3.

Maddening Wind EC U ●● DWi G2 IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

Mammoth Harness EC R ● MBe G3 HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.

Maro SC R ●●● SGr GG2 MG
* is equal to the number of cards in your hand. */*.

Marsh Viper SC C ●● RSp G3 DK,4th
Opponent takes 2 poison counters when damaged by Viper. 1/2.

Master of the Hunt SC R ●●● JMe GG2 LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.

Metamorphosis SOR C ● CRu G AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summon spells.

Mindbender Spores SC R ●● IMi G2 MG
Flying. Whenever Spores blocks a creature, put 4 counters on the creature. During controller's untap, remove a counter from the creature. As long as creature has any counters, it does not untap as normal. 0/1.

Mortal Wound EC C ●● KWa G VS
If damage is dealt to enchanted creature, destroy it.

Moss Monster SC C ●● JMy GG2 LG
3/6.

Mtenda Lion SC C ●●● SGr G MG
If Mtenda Lion attacks, defending player may pay U to have it deal no combat damage this turn. 2/1.

Nafs Asp SC C ●● CRu G AN,4th
If Nafs Asp damages opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.

Natural Balance SOR R ●●●● JMi GG2 MG
Each player with 6 or more lands sacrifices enough lands to reduce his total to five. Each player with 4 or fewer lands may search his library for enough basic land to bring his total to five and put them into play

Natural Order SOR R ●●● TNi GG2 VS
Sacrifice a green creature: Search your library for a green creature card, put it into play as if it were just played, then shuffle your library.

Natural Selection INS R ● MPo G A,B,U
Look at top 3 cards of any library. You may then shuffle that library.

Nature's Chosen EC U ●●● RGu G AI
Play on one of your creatures. O: Untap creature. Use only during your turn and only once per turn. O: Tap creature to untap a permanent. Use only if enchanted creature is white and only once each turn.

Nature's Lore SOR U ●●● REm G1 IA
Search your library for one forest and put it in play.

Nature's Wrath EN R ●●●● LDa GG4 AI
During your upkeep, pay G or bury Nature's Wrath. Whenever a player puts a Swamp or black permanent into play, he sacrifices a Swamp or black permanent. Whenever a player puts an Island or a blue permanent into play, he sacrifices an Island or a blue permanent.

Panther Warriors SC C ●●● CFe G4 VS
6/3.

People of the Woods SC U ●● DTu GG DK
=number of forests you control. 1/.

Pixie Queen SC R ●● QHo GG2 LG
GGG, T: Give target creature flying until end of turn. 1/1

Powerleech EN U ●●● CRu GG AL
Gain 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid.

Prodesh Gypsies SC C ●● QMo G2 LG,4th
G1, T: Give target creature -2/-0 until end of turn. 1/1

Preferred Selection EN R ●●● KMo GG2 MG
At the beginning of your draw phase, look at the top two cards of your library and choose one. Put that card on the bottom of your library, or sacrifice Preferred Selection and pay 2GG to draw the card.

Primal Order EN R ●●●● RAl GG2 HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he controls.

Pygmy Allosaurus SC R ●●● AMa G2 IA
Swampwalk. 2/2

Pyknite SC C ●● EBe G2 IA
Draw a card at start of the turn after Pyknite comes into play. 1/1.

Quirion Druid SC R ●●● JMa G2 VS
G, T: Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.

Quirion Elves SC C ●●●● RGa G1 MG
When you play Quirion Elves, choose a color. T: Add one mana of the chosen color to your mana pool. T: Add G to your mana pool. 1/1.

Quirion Ranger SC C ●●● TKy G VS
Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn. 1/1.

Rabid Wombat SC U ●●● KFo GG2 LG, CH
+2/+2 for each enchantment on it. Does't tap when attacking. 0/1.

Radjan Spirit SC U ●●● CRu G3 LG,4th
T: Target creature loses flying ability until turn ends. 3/2.

Rampant Growth SOR C ●●● PMo G1 MG
Search your library for a basic land card and put it into play, topped.

• **Rebirth** SOR R ●● MTe GGG3 LG,4th
Each player may be healed to 20 life. Any player so choosing antes an additional card from top of his library. Remove if not playing for ante.

Regeneration EC C ●● Multi G1
A,B,U,R,4TH,IA,MG
G: Target creature regenerates. Artists: QHo, CGi (Mirage).

• **Regrowth** SOR U ●●●●● DWi G1 A,B,U,R
Bring a card from your graveyard into your hand.

Reincarnation INS U ●●● EBe GG1 LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.

Renewal SOR C ● KFo G2 HL
Sacrifice a land to search your library and put a basic land into play. Draw a card at beginning of the next turn's upkeep.

Revelation EW R ●● KFo G LG, CH
Play with all cards in hand face up.

Rime Dryad SC C ●● HHu G IA
Snow-covered forestwalk. 1/2.

ART Artist — CU Cumulative Upkeep — EE Enchant Enchantment — EW Enchant World — LAN Land — SC Summon Creature
AC Artifact Creature — EA Enchant Artifact — EL Enchant Land — INS Instant — LL Legendary Land — SL Summon Legend
CR Current Rarity — EC Enchant Creature — EN Enchantment — INT Interrupt — MS Mana Source — SOR Sorcery

players guide

Storm Seeker INS U ●●●● MPo G3 LG, CH
Do 1 point of damage to opponent for every card he has in hand.
Stream of Life SOR C ●●● MPo GX A,B,U,R,4th
Target player gains X life.
Stunted Growth SOR R ●●● Nth GG3 IA
Target player must put three cards from his hand on top of his library.
Subdue INS C ●● BSn G LG
Target deals 0 damage. It gets +0/+X, where X is its casting cost.
Summer Bloom SOR U ●● NLe G1 VS
You may play up to three additional lands this turn.
Superior Numbers SOR U ●● GDa GG MG
Deal to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.
Sylvan Library EN R ●●●● HMc G1 LG,4th
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.
Sylvan Paradise INS U ● RAF G LG
Change the color of one or more creatures to green until end of turn.
Tarpan SC C ●● MOK G IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.
Taste of Paradise SOR C ●●● LSn G3 AI
Gain 3 life. Gain 3 life for each G1 you pay over the casting cost.
Thallid SC C ●●● Multi G FE
Put a counter on Thallid during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, in play. 1/1.
Thallid Devourer SC U ●● RSp GG1 FE
Put a counter on Thallid Devourer during upkeep. Remove 3 counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling: +1/+2 until end of turn. 2/2.
Thelonite Druid SC U ●●● MOK G2 FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.
Thelonite Monk SC R ●●● BWo GG2 FE
T: Sacrifice a green creature to turn a land into a basic forest. 1/2.
Thelon's Chant EN U ●● MBe GG1 FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.
Thelon's Curse EN R ●● PVe GG FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, to untap one and only one creature.
Thermokarst SOR U ●●● KMe GG1 IA
Destroy target land. You gain one life if that land is snow-covered.
Thicket Basilisk SC U ●●● DFr GG3 A,B,U,R,4th
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.
Thorn Thallid SC C ●●● Multi GG1 FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. 2/2.
Thoughtleech EN U ●●● MTe G6 IA
Gain 1 life whenever target opponent taps an island.
Timber Wolves SC R ●● MBe G A,B,U,R,4th
Bands. 1/1.
Tinder Wall SC C ●●●● REm G IA
Sacrifice: Add RR. R, Sacrifice: Do 2 damage to creature it blocks. 0/3.
Titania's Song EN U ●●● KKa G3 AQ,R,4th
Every non-creature artifact loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Artifacts revert to normal just before the next turn's untap phase.
Tornado EN R ● SVC G4 AI
CU. G. G2: Pay three life for each counter on Tornado. Destroy target permanent and put a counter on Tornado. Use only once each turn.
Touch of Vitae INS U ●● LWi G2 IA
Target is unaffected by summoning sickness and may untap an extra time. Draw a card at the beginning of the next turn's upkeep.
Tracker SC R ●●● JMe GG1 DK
GG, T: Do damage in power to target creature. Target creature does damage equal to its power to Tracker. 2/2.
Trailblazer INS R ●●● JBa GG2 IA
Target creature may not be blocked this turn.
Tranquil Domain INS C ●●●● DAG G1 MG
Destroy all global enchantments.
Tranquility SOR C ●●●● DSh G2 A,B,U,R,4th
Destroy all enchantments in play.
Tropical Storm SOR U ●●● RKF GX MG
Do X damage to all flying creatures and 1 damage to all blue creatures.
Tsunami SOR U ●●● RTh G3 A,B,U,R,4th
Destroy all islands in play.
Typhoon SOR R ●● AMa G2 LG
Do 1 damage to opponent for each island he controls.
Uktabi Faerie SC C ●● JTo G1 MG
Flying. 3G, Sacrifice Uktabi Faerie: Destroy target artifact. 1/1.
Uktabi Orangutan SC U ●● UFr G2 VS
When Uktabi Orangutan comes into play, destroy target artifact. 2/2.
Uktabi Wildcats SC R ●●● JMa G4 MG
* is number of forests you have. G, Sacrifice forest: Regenerate. */*.
Undergrowth INS C ●● PMo G AI
No creatures deal damage in combat this turn. If you pay R2 in addition to casting cost, Undergrowth doesn't affect red creatures.
Unseen Walker SC U ●●● ARa G1 MG
Forestwalk. GG1: Target creature gains forestwalk 'til end of turn. 1/1.
Untamed Wilds SOR U ●●● NTh G2 LG,4th
Search your library for one basic land and put it in play.
Unyaro Bee Sting SOR U ●● PMo G3 MG
Unyaro Bee Sting deals 2 damage to target creature or player.
Venom EC C ●●● TWa GG1 DK,4th
All non-wall creatures in combat with target are destroyed after combat.
Venomous Breath INS U ●●● LWi G3 IA
All creatures in combat with target are destroyed after combat.

Each player may play spells and abilities only during his or her turn.
"My domain was the arcing heavens, my seat house resplendent with spires of wood and pillars of fragrant pollen."
Nicanzil, Feretet philosopher
CITY OF SOLITUDE

City of Solitude: Want to make your opponent feel a little lonely? Send him to the City of Solitude, and his spells and effects will desert him during your turn. Of course, this means you can attack without fear of the Royal Assassin's blade. Lightning Bolts raining down from above, or untimely countermagic, so your creatures will hang around to keep you company.

Verduran Enchantress SC R ●● KDr GG1 A,B,U,R,4th
Draw a card each time you cast an enchantment. 0/2.
Village Elder SC C ●● DGi G MG
G,T: Sacrifice a forest: Regenerate target creature. 1/1.
Waiting in the Weeds SOR R ●●● SVC GG1 MG
Each player puts a Cat token into play under his control for each untapped forest he controls. Treat these as 1/1 green creatures.
Wall of Brambles SC U ●● AMa G2 A,B,U,R,4th
G: Regenerates. 2/3.
Wall of Ice SC U ●● RTh G2 A,B,U,R,4th
0/7.
Wall of Pine Needles SC U ●● BSn G3 IA
G: Regenerate. 3/3.
Wall of Roots SC C ●●● JMa G1 MG
Put a -0/-1 counter on Wall of Roots: Add G to your mana pool. Use this ability only once each turn.0/5.
Wall of Wood SC C ● MTe G A,B,U,R,4th
0/3.
Wanderlust EC U ●● CBr G2 A,B,U,R,4th
Do 1 damage to controller of target creature during upkeep.
War Mammoth SC C ●●● JMe G3 A,B,U,R,4th
Trample. 3/3.
Warthog SC C ●●● SWh GG1 VS
Swampwalk. 3/2.
Web EC R ●● RAl G A,B,U,R,4th
Target creature gains +0/+2 and may block flying creatures.
Whippoorwill SC U ●●● DSh G DK
GG, T: Target may not regenerate or be to target of damage-preventing effects. If target goes to graveyard, remove it from the game. 1/1.
Whirling Dervish SC U ●●● SVC GG LG,4th
Protection from black. Gains +1/+1 if it damages opponent. 1/1
Whip Vine SC C ●● LWi G2 AI
Can block flying creatures. You may choose not to untap Vine during untap phase. T: Tap target flying creature blocked by Whip. Creature does not untap as normal as long as Vine remains tapped. 1/4.
Whiteout INS U ●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to hand.
Wiitigo SC R ●● MBe GGG3 IA
Put six +1/+1 counters on Wiitigo. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.
Wild Elephant SC C ●●● JTo G3 MG
Trample. 3/3.
Wild Growth EL C ●● MRa G A,B,U,R,4th,IA
Target land provides an extra G when tapped for mana.
Willow Faerie SC C ●● SVC G1 HL
Flying. 1/2.
Willow Priestess SC R ●●● SVC GG2 HL
T: Take Faerie from your hand and put it directly into play. G2: Target green creature gains protection from black until the end of turn. 2/2.
Willow Satyr SC R ●● JMe GG2 LG
T: Gain control of target legend. Lose control of this legend if Satyr untaps or leaves your control. You may leave Satyr tapped. 1/1.
Wind Shear INS U ●● JMa G2 VS
All attacking flying creatures get -2/-2 and lose flying 'til end of turn.
Winter Blast SOR U ●●● KFo GX LG,4th
Tap X target creatures. Do 2 damage to each target flying creature .
Wolverine Pack SC C ●● JMe GG2 LG
Rampage: 2. 2/4.
Wood Elemental SC R ● BSn G3 LG
Sacrifice * untapped forests when casting Wood Elemental. */*.
Woolly Mammoths SC C ●● DFr GG1 IA
Gains trample if you control any snow-covered lands. 3/2.
Woolly Spider SC C ●●● DGe GG1 IA
Does not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.
Worldly Tutor INS U ●●● DOC G MG
Search your library for a creature card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.
Wormwood Treefolk SC R ●●● JMy GG3 DK
BB: Forestwalk until end of turn and you take 2 damage GG: Swampwalk until end of turn and you take two damage. 4/4.
Wyluli Wolf SC C ●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.
Yavimaya Ancients SC C ●● QHo GG3 AI
G: +1/-2 until end of turn. Two versions. 2/7.
Yavimaya Ants SC U ●●●● PMo GG2 AI
Trample. CU: GG. Unaffected by Summoning Sickness. 5/1.
Yavimaya Gnats SC U ●●● DFr G2 IA
Flying. G: Regenerate. 0/1.

RED

Active Volcano INS C ● BSn R LG, CH
Destroy a blue permanent or return an island to owner's hand.
Ærathi Berserker SC U ●● MBe RRR2 LG
Rampage: 3. 2/4.
Agent of Stromgald SC C ●● ARa R AI
R: Add B to your mana pool. 1/1.
Agility EC C ●●● DTu R1 MG
Enchanted creature gets +1/+1 and gains flanking.
Aggression EC U ●●● REm R2 IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.
Aladdin SC R ●●● JBa RR2 AN, CH
RR1: Steal an artifact. 1/1.
Aleatory INS U ●● KWa R1 MG
Flip a coin. If the flip ends up in your favor, target gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.
Ali Baba SC U ●● JBa R AN,4th
R: Tap a wall. 1/1.
Aliban's Tower INS C ●● JMe R1 HL
Target defending creature gains +3/+1 till end of turn. Two versions.
Ali from Cairo SC R ●●●●● MPo RR2 AN
You cannot be reduced below one life due to damage. 0/1.
Ambush INS C ●● ARa R3 HL
All blocking creatures get first strike.
Ambush Party SC C ●● PoR R4 HL
First strike. May attack the turn it comes into play on your side. 3/1.
An-Zerrin Ruins EN R ●● DDe RR2 HL
A creature type of your choice does not untap during untap phase.
Anaba Ancestor SC R ●● AMa R1 HL
T: Target Minotaur gets +1/+1 till end of turn.
Anaba Bodyguard SC C ●● AMa R3 HL
First strike. 2/3.
Anaba Shaman SC C ●●● AMa R3 HL
R, T: Do 1 damage to target creature or player. 2/2
Anaba Spirit Crafter SC R ●● AMa RR2 HL
All minotaurs are +2/+0. 1/3.
Anarchy SOR U ●●●● PFo RR2 IA
Destroy all white permanents.
Armorer Guildmage SC C ●● MMc R MG
B,T: Target creature gets +1/+0. G,T: Target gets +0/+1. 1/1.
Artifact Blast INT C ● MPo R AQ
Counter any artifact as it is being cast.
Atog SC C ●●● JMy R1 AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.
Avalanche SOR U ● BSn RR2X IA
Destroy X snow-covered lands.
Backdraft INS U ●● BSn R1 LG
Do half the damage (round down) done by one sorcery to its caster.
Balduvian Barbarians SC C ●● MPo RR1 IA
3/2.
Balduvian Horde SC R ●●●● BSn RR2 AI
When Horde enters play, randomly discard a card or bury Horde. 5/5.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Balduvian Hydra	SC	R	••	MBe	RRX	IA
Put X +1/+0 counters on Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Hydra. RRR: Put a +1/+0 counter on Hydra during your upkeep. 0/1.						
Balduvian War-Makers	SC	C	••	MKi	R4	AI
Rampage: 1. War-Makers is unaffected by summoning sickness. 3/3.						
Ball Lightning	SC	R	•••	QHo	RRR	DK,4th
Trample. Ball Lightning is unaffected by summoning sickness. Bury Ball Lightning at end of turn in which it comes into play. 6/1.						
Barbarian Guides	SC	C	••	RTh	R2	IA
R2, T: Give target creature a SC landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.						
Barreling Attack	INS	R	•••	IMi	RR2	MG
Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.						
Battle Frenzy	INS	C	•••	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	•••	DGe	R4	LG, CH
Protection from red. Gets +1/+1 if opponent controls white cards. 3/3						
Bestial Fury	EC	C	•••	MRa	R2	AI
Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn.						
Bird Maiden	SC	C	•	KFo	R2	AN,4th
Flying. 1/2.						
Blazing Effigy	SC	C	••	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3.						
Blind Fury	INS	U	••	JCo	RR2	MG
All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.						
Blistering Barrier	SC	C	••	DHo	R2	MG
Counts as a wall. 5/2.						
Blood Lust	INS	C	•••	AMa	R1	LG,4th
Target creature gets +4/-4. Its toughness does not go below 1.						
Blood Moon	EN	R	••••	TWa	R2	DK, CH
Treat all non-basic lands as basic mountains.						
Bogardan Phoenix	SC	R	••	DOC	RRR2	VS
Flying. If Bogardan Phoenix is put into any graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it; if Phoenix is put into any graveyard from play and has a death counter on it, remove it from the game. 3/3.						
Bone Shaman	SC	C	••	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn can't regenerate. 3/3.						
Brand of Ill Omen	EC	R	••	RAI	R3	IA
CU: R. Target creature's controller may not cast summon spells.						
Brassclaw Orcs	SC	C	••	Multi	R2	FE
Cannot be assigned to block creatures of power greater than 1. 3/2.						
Brothers of Fire	SC	C	••	MTe	RR1	DK,4th
RR1: Do one damage to any target and one damage to you. 2/2.						
Brute, The	EC	C	••	MPo	R1	LG,4th
Target creature gains +1/+0. RRR: Regenerates.						
Builder's Bane	SOR	C	•••	CGi	RXX	MG
Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.						
Burnout	INT	U	•••	MRa	R1	AI
Counter target blue spell. Draw a card at start of next turn's upkeep.						
Burning Palm Efreet	SC	U	••	DPo	RR2	MG
RR1: Do 2 damage to a flying creature; it loses flying for this turn. 2/2						
Burning Shield Askari	SC	C	••••	DFr	R2	MG
Flanking. RR: First strike until end of turn. 2/2.						
Burrowing	EC	C	••	MPo	R	A,B,U,R,4th
Target creature gains mountainwalk.						
Cave People	SC	U	••	DTu	RR1	DK,4th
People get +1/-2 until end of turn when they are attacking. RR1, T: Give target creature mountainwalk until end of turn. 1/4.						
Caverns of Despair	EN	R	••	HMc	RR2	LG
No player may attack or block with more than two creatures each turn.						
Chain Lightning	SOR	C	••••	SEv	R	LG
Do 3 damage to any target. The target or target's controller may pay RR for Chain Lightning to do 3 damage to a target of his choosing.						
Chandler	SL	C	••	DSh	R4	HL
RRR, T: Destroy target artifact creature. 3/3.						
Chaos Charm	INS	C	•••	SLu	R	MG
Target creature is unaffected by summoning sickness this turn; or Chaos Charm deals 1 damage to a creature; or destroy target wall.						
Chaos Harlequin	SC	R	••	ARa	RR2	AI
R: Remove top card of your library from game. If its a land, Harlequin gets -4/-0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.						
Chaoslace	INT	R	•	DWi	R	A,B,U,R,4th
Changes the color of a card being played or in play to red.						
Chaos Lord	SC	R	••	BSn	RRR4	IA
First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.						
Chaos Moon	EN	R	••	DTu	R3	IA
If the number of permanents during an upkeep is odd, all red creatures gain +1/+1 and all mountains produce an additional R. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Choosphere	EW	R	•••	SLu	R2	MG
Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.						
Cinder Cloud	INS	U	•••	Joc	RR3	MG
Destroy target creature. If the creature is white, Cinder Cloud deals to that creature's controller damage equal to the creature's power.						
Conquer	EL	U	•••	RGa	RR3	IA
Take control of target land.						
Consuming Ferocity	EC	U	••	SKi	R1	MG
Play on a non-Wall creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.						
Crevasse	EN	U	•	RAI	R2	LG
Creatures with mountainwalk may be blocked.						
Crimson Hellkite	SC	R	•••	GGr	RRR6	MG
Flying. X,T: Do X damage to target creature. Spend R only. 6/6.						
Crimson Kobolds	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticore	SC	R	••	DGe	RR2	LG,4th
Flying. R, T: Do 1 damage to an attacking or blocking creature. 2/2.						
Crimson Roc	SC	U	••	IMi	R4	MG
Flying. If Roc blocks a non-flying creature, it gets +1/+0 and first strike until end of turn. 2/2.						
Crookshank Kobolds	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	•••	AWe	RR3	IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Death Spark	INS	U	••	MTe	R	AI
Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 1 to pick up Spark.						
Desert Nomads	SC	C	••	CRu	R2	AN
Desertwalk. Immune to damage from Deserts. 2/2.						
Detonate	SOR	U	•••	RAF	RX	AQ,4th
Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.						
Disharmony	INS	R	••	BWo	R2	LG
Untap target attacking creature and gain control of it until end of turn.						
Disintegrate	SOR	C	••••	AMa	RX	A,B,U,R,4th
Do X damage to target. If target dies this turn, remove it from game.						
Dragon Whelp	SC	U	•••	AWe	RR2	A,B,U,R,4th
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						
Dwarven Armorer	SC	R	••	BWo	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EN	R	•••	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	••	JMe	RX	FE
Do X damage, divided evenly among all of opponent's creatures.						
Dwarven Demolition Team	SC	U	••	KBr	R2	A,B,U
T: Destroy a wall. 1/1.						
Dwarven Lieutenant	SC	U	••	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Miner	SC	U	•••	Joc	R1	MG
2R,T: Destroy target nonbasic land. 1/2.						
Dwarven Nomad	SC	C	•••	MIG	R2	MG
T: Target creature with power 2 or less is unblockable this turn. 1/1.						
Dwarven Pony	SC	R	•	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.						
Dwarven Sea Clan	SC	U	••	AWe	R2	HL
T: At the end of combat, Do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands.						
Dwarven Soldier	SC	C	••	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF, DSH. 2/1.						
Dwarven Song	INS	U	•	DFr	R	LG
Change color of any number of target creatures to red until end of turn.						
Dwarven Trader	SC	C	•	MOK	R	HL
1/1.						
Dwarven Vigilantes	SC	C	••	PVe	R2	VS
If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2.						
Dwarven Warriors	SC	C	•••	DSh	R2	A,B,U,R,4th
T: A creature of power no greater than 2 becomes unblockable. 1/1.						
Dwarven Weaponsmith	SC	U	••	MPo	R1	AQ,R
T, Sacrifice an artifact: Add a +1/+1 counter to target creature. 1/1.						
Earthbind	EC	C	••	QHo	R	A,B,U,R
Do 2 damage to and remove flying ability from target flying creature.						
Earth Elemental	SC	U	••	DFr	RR3	A,B,U,R,4th
4/5.						
Earthquake	SOR	R	••••	DFr	RX	A,B,U,R,4th
Do X damage to all players and non-flying creatures in play.						
Elkin Lair	EW	R	••	JTi	R3	VS
During each player's upkeep, that player chooses a card at random from his or her hand and sets it aside face up. The player may play that card as though it were in his or her hand. If the player does not play the card by end of turn, bury that card.						
Ekundu Cyclops	SC	C	•••	RBl	R3	MG
If any creature you control attacks, Cyclops also attacks if able. 3/4.						
Emberwilde Djinn	SC	R	•••	MDr	RR2	MG
Flying. During each player's upkeep, he or she may pay RR or 2 life to gain control of Emberwilde Djinn. 5/4.						
Enslaved Scout	SC	C	••	RGu	R2	AI
2: Mountainwalk until end of turn. Two versions. 2/2.						
Eron the Relentless	SL	U	••••	CRu	RR3	HL
RRR: Regenerates. Can attack turn it comes into play on your side. 5/2.						
Errantry	EC	C	•••	LWi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Eternal Flame	SOR	R	•	MPo	RR1	DK
Do X damage to target opponen, where X is the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	••••	AMa	R	LG,4th
Target creature does not tap to attack.						
Evaporate	SOR	U	••	AMa	R2	HL
Deal 1 damage to each blue and white creature.						
• **Falling Star**	SOR	R	•	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Star touches takes 3 damage and taps if it survives.						
False Orders	INS	C	•••	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Feint	INS	C	•	BSn	R	LG
Tap all creatures blocking target creature. Target deals no damage.						
Final Fortune	INS	R	•••	DAG	RR	MG
Take another turn. You lose the game at the end of that turn.						
Fire Drake	SC	U	••	CRu	RR1	DK, CH
Flying. R: +1/+0. Only one R can be used in this manner. 1/2.						
Fire Elemental	SC	U	••	MBe	RR3	A,B,U,R,4th
5/4.						

Goblin Recruiter and Song of Blood: Goblins are everyone's favorite cannon fodder, whether they're being squashed, eaten or blown up. Now you can reap big rewards from your goblins without even putting them into play. When you summon the Recruiter, the little lemming-wannabes line up on top of your library, making easy prey for the Song of Blood and its +4/+0 bonus.

ART Artifact | AC Artifact Creature | CR Current Rating | CU Cumulative Upkeep | EA Enchant Artifact | EC Enchant Creature | EE Enchant Enchantment | EL Enchant Land | EN Enchantment | EW Enchant Wall | INS Instant | INT Interrupt | LAN Land | LL Legendary Land | MS Mana Source | SC Summon Creature | SL Summon Legend | SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Fireball	SOR	C	●●●●	MTe	RX	A,B,U,R,4th
Do X damage, divided evenly among any number of targets (round down). Pay one for each target beyond the first.						
Fireblast	INS	C	●●●	MDa	RR4	VS
You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.						
Firebreathing	EC	C	●●●	Multi	R	A,B,U,R,4th,MG
R: +1/+0. Artists: DFr, MKe (Mirage).						
Firestorm Phoenix	SC	R	●●●	JMe	RR4	LG
Flying. Return Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure	INS	C	●●●	DSh	RR3	DK,4th
Bury target land or creature.						
Flame Elemental	SC	U	●●	RKF	RR2	MG
R,T, Sacrifice; Do damage = Elemental's power to a creature. 3/2.						
Flame Spirit	SC	U	●●	JHa	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	●●	Multi	R2	IA,MG
Flare does one damage to any target. Draw a card at the beginning of the next turn. Artists: DTu, GSi (Mirage).						
Flashfires	SOR	U	●●●	DWi	R3	A,B,U,R,4th
Destroy all plains in play.						
• **Fork**	INT	R	●●●●●	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. You choose the new target.						
Frost Giant	SC	U	●●	DGe	RRR3	LG
Rampage: 2. 4/4.						
Game of Chaos	SOR	R	●●	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.						
Giant Strength	EC	C	●●●	JHa	RR	LG,4th
Make target creature +2/+2.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin Hero	SC	C	●●	MTe	R2	DK
2/2.						
Goblin King	SC	R	●●	JMy	RR1	A,B,U,R,4th
All Goblins gain mountainwalk and +1/+1. 2/2.						
Goblin Kites	EN	U	●●	AMa	R1	FE
R: Give your target creature toughness no greater than two flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin Mutant	SC	U	●●●	DGe	RR2	IA
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 5/3.						
Goblin Recruiter	SC	U	●●●	SKi	R1	VS
When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order. 1/1.						
Goblin Rock Sled	SC	C	●	DDe	R1	DK,4th
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked last turn. 3/1.						
Goblin Sappers	SC	C	●●	JMe	R1	IA
RR, T: Target creature you control is unblockable. That creature and Sappers are destroyed after combat. RRRR, T: Target creature you control is unblockable. That creature is destroyed after combat. 1/1.						
Goblin Scouts	SOR	U	●●●	GDa	RR3	MG
Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.						
Goblin Shrine	EL	C	●●	RSp	RR1	DK, CH
If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.						
Goblin Ski Patrol	SC	C	●	MPo	R1	IA
R1: Gains flying and +2/+0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. 1/1.						
Goblin Soothsayer	SC	U	●●●	RBl	R	MG
R, T: Sacrifice Goblin: All red creatures get +1/+1 til end of turn. 1/1.						
Goblins of the Flarg	SC	C	●●●	TWa	R	DK, CH
Mountainwalk. Bury Goblins if you control any Dwarves. 1/1.						
Goblin Snowman	SC	U	●●	DGe	R3	IA
Snowman neither takes nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.						
Goblin Swine-Rider	SC	C	●●	Multi	R	VS
R: Swine-Rider is pumped. It deals 2 damage to each attacking creature and 2 damage to each blocking creature. 1/1. Artists: GDa & IRa.						
Goblin Tinkerer	SC	C	●●●	HiG	R1	MG
R, T: Destroy target artifact. Then artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer. 1/2.						

Summon Efreet
Whenever an enchantment is put into any graveyard from play, draw a card.
"Then she spread a fine dust over the land, like a butterfly shaking its wing."
—"The Enchantress," Femeref tale
1/2

You may choose to play Mystic Veil as an instant; if you do, bury it at end of turn.
Enchanted creature cannot be the target of spells or effects.
"Magic is my thread, my will the needle. I weave over you as if you never were."
—Poetics of Hanan

FEMEREF ENCHANTRESS MYSTIC VEIL

Femeref Enchantress and Mystic Veil: This Enchantress art is as talented as her Verduran cousin but she does let you draw a card whenever an enchantment blows up in her face. She even lets you draw when you cast an enchantment as an instant (but not until the end of the turn), so you can use the Veil to keep your opponent's Fireblast from char-broiling her, and then draw a card for your trouble.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Glacial Crevasses	EN	R	●●	MRa	R2	IA
0: Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.						
Glyph of Destruction	INS	C	●	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	●	JBa	R	AQ, CH
T: Use only when you cast an artifact. Flip a coin. If opponent wins, your artifact is countered. Otherwise, draw a card. 1/1.						
Goblin Balloon Brigade	SC	U	●●●	ARu	R	A,B,U,R,4th
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	●●	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	●	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.						
Goblin Digging Team	SC	C	●	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Elite Infantry	SC	C	●●	RBl	R1	MG
If Infantry blocks or is blocked, it gets -1/-1 until end of turn. 2/2.						
Goblin Flotilla	SC	R	●●●	TWa	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	●●●	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin War Drums	EN	C	●●●	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.						
Goblin Warrens	EN	R	●●●	DFr	R2	FE
R2: Sacrifice 2 Goblins to put 3 1/1 red Goblin tokens into play.						
Goblin Wizard	SC	U	●●	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. R: Give target Goblin protection from white until end of turn. 1/1.						
Gorilla Shaman	SC	U	●●●●	AWa	R	AI
XX1: Destroy target non-creature artifact with casting cost of X. 1/1.						
Gorilla War Cry	INS	C	●	BWa	R1	AI
Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen. Two versions.						
Granite Gargoyle	SC	R	●●●	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	●●●	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	●	DFr	R2	A,B,U,R,4th
2/2.						
Grizzled Wolverine	SC	C	●●	CBr	RR1	IA
R: +2/+0. Use only when Wolverine is blocked and only once. 2/2.						
Guerrilla Tactics	INS	C	●●●	RAF	R1	AI
Do 2 damage to any target. If a spell or effect controlled by an opponent causes you to discard Tactics, it deals 4 damage to any target.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Hammer of Bogardan	SOR	R	●●●●	RSp	RR1	MG
Do 3 damage to any target. RRR2: Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.						
Heart Wolf	SC	R	●●	MOK	R3	HL
First strike. T: Target dwarf gets first strike and +2/+0. If dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2.						
Hearth Charm	INS	C	●●	GSp	R	VS
Choose one—Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.						
Heat Wave	EN	U	●●	SKi	R1	VS
Cumulative upkeep: R. Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.						
Hill Giant	SC	C	●●	DFr	R3	A,B,U,R,4th
3/3.						
Hivis of the Scale	SL	R	●●●	ARo	RR3	MG
You may choose not to untap Hivis. T: Gain control of a Dragon. If Hivis becomes untapped or he leaves your control, lose control of Dragon. 3/4.						
Hulking Cyclops	SC	U	●●●	TDi	RR3	VS
Hulking Cyclops cannot block. 5/5.						
Hurloon Minotaur	SC	C	●●	AMa	RR1	A,B,U,R,4th
2/3.						
Hurr Jackal	SC	R	●●	DTu	R	AN,4th
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	●●	DFr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						
Illicit Auction	SOR	R	●●●	SKi	RR3	MG
Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses an amount of life equal to the high bid and gains control of the creature.						
Immolation	EC	C	●●●	SKi	R	LG,4th
Make target creature +2/-2.						
Imposing Visage	EC	C	●●	PFo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	●●●●●	Multi	R1	IA,MG
Do three damage to any target. Creature may not regenerate.						
Inferno	INS	R	●●●	RAF	RR5	DK,4th
Do 6 damage to all players and all creatures.						
Ironclaw Curse	EC	R	●●	DDe	R	HL
Target gets -0/-1 and cannot be assigned to block a creature whose power equals or exceeds its toughness.						
Ironclaw Orcs	SC	C	●●●	AMa	R1	A,B,U,4th
May only block creatures of power equaling 1 or less. 2/2.						
Jokulhaups	SOR	R	●●●●	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Jovens	SL	C	●●	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
Kaervek's Torch	SOR	C	●●●●	JCo	RX	MG
Interrupts that target Kaervek's Torch each cost an additional 2 to play. Kaervek's Torch deals X damage to target creature or player.						
Karplusan Giant	SC	U	●●	DGe	R6	IA
0: Tap a snow-covered land you control to give Giant +1/+1. 3/3.						
Karplusan Yeti	SC	R	●●●	QHo	RR3	IA
T: Yeti and target do their power in damage to each other. 3/3.						
Keeper of Kookus	SC	C	●●	SHa	R	VS
R: Protection from red until end of turn. 1/1.						
Keldon Warlord	SC	U	●●	KBr	RR2	A,B,U,R,4th
* is the number of non-wall creatures in play on your side. */*.						
Kird Ape	SC	C	●●●●●	KMe	R	AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.						
Kobold Drill Sergeant	SC	U	●	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	●	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobolds of Kher Keep	SC	C	●	JBa	0	LG
0/1.						
Kobold Taskmaster	SC	U	●	RAF	R1	LG
Give all your Kobolds +1/+0. 1/2.						
Kookus	SC	R	●●●	SHa	RR3	VS
Trample. During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able. R: +1/+0 until end of turn. 3/5.						
Land's Edge	EW	R	●●●	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do two damage to a player of his choice if the card discarded is a land.						
Lava Burst	SOR	C	●●●●	TWa	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	●●●●●	CRu	R	A,B,U,R,4th
Do 3 damage to one target.						
Lightning Cloud	EN	R	●●●	JMa	R3	VS
R: Lightning Cloud deals 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.						
Lightning Reflexes	EC	C	●●●	TKy	R1	MG
You may choose to play Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.						
Magnetic Mountain	EN	R	●●	SVC	RR1	AN,R,4th
To untap a blue creature, controller must spend four during upkeep.						

Manabarbs EN R ●●●● CRu R3 A,B,U,R,4th
Do one damage to controller whenever he draws mana from any land.
Mana Clash SOR R ● MTe R DK,4th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads.
Mana Flare EN R ●●● CRu R2 A,B,U,R,4th
Each land produces an extra mana of its normal type.
Márton Stromgald SL R ●●● MPo RR2 IA
If Márton attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Márton blocks, all other blockers gain +*/+* until end of turn. 1/1.
Melee INS U ●● DWi R4 IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.
Melting EN U ●● RGa R3 IA
All snow-covered lands turn into non-snow-covered lands of same type.
Meteor Shower SOR C ●●● REm RXX IA
Do X+1 damage divided among any number of targets.
Mijae Djinn SC R ●●● SVC RRR AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but does not attack. 6/3.
Mob Mentality EC U ●● DSh R VS
Enchanted creature gains trample. If all non-wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.
Mons's Goblin Raiders SC C ● JMe R A,B,U,R,4th
1/1.
Mountain Goat SC C ●●● CBr R IA
Mountainwalk. 1/1.
Mountain Yeti SC C ●●● DFr RR2 LG, CH
Mountainwalk, protection from white. 3/3.
Mudslide EN R ●● BSn R2 IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he wishes to untap.
Nalathni Dragon SC R ●● MWe RR2 PR
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.
Ogre Enforcer SC R ●●● PVe RR3 VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4.
Omen of Fire INS R ●●● PVe RR3 AI
Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he controls.
Orc General SC U ● JMy R2 DK
T: Sacrifice Orc or Goblin to give all Orcs +1/+1 til end of turn. 2/2.
Orcish Artillery SC U ●●● AMa RR1 A,B,U,R,4th
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.
Orcish Cannoneers SC U ●●● DFr RR1 IA
T: Does 2 damage to any target and 3 damage to you. 1/3.
Orcish Captain SC U ●● MTe R FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2. 1/1.
Orcish Conscripts SC C ● DSh R IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.
Orcish Farmer SC C ●●● DFr RR1 IA
T: Turn target land into a swamp until its controller's next untap. 2/2.
Orcish Healer SC U ●● QMo RR IA
RR, T: Target creature may not regenerate. RBB, T: Regenerate a black or green creature. RGG, T: Regenerate a black or green creature. 1/1.
Orcish Librarian SC R ●●● PFo R1 IA
R, T: Take the top eight cards of your library and randomly remove 4 from the game. Put the rest in any order on top of your library. 1/1.
Orcish Lumberjack SC C ●●●● DFr R IA
T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.
Orcish Mechanics SC C ●● PVe R2 AQ
T, Sacrifice an artifact: Do 2 points of damage to any target. 1/1.
Orcish Mine EL U ●● KFo RR1 HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orish Mine deals 2 damage to land's controller.
Orcish Oriflamme EN U ●●● DFr R3 A,B,U,R,4th
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.
Orcish Spy SC C ●●● Multi R FE
T: Look at the top 3 cards in target player's library. 1/1.
Orcish Squatters SC R ●●● RKF R4 IA
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3.
Orcish Veteran SC C ●●● Multi R2 FE
Cannot block white creatures of power greater than 1. R: First strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.
Orgg SC R ●●●● DGe RR3 FE
Trample. Can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 6/6.
Panic INS C ●● MKi R IA
Target may not block. Draw a card at the beginning of the next turn.

Pillage SOR U ●●●● RKF RR1 AI
Bury target artifact or land.
Power Surge EN R ●● DSh RR A,B,U,R,4th
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each land that had been untapped.
Primitive Justice SOR U ●●● AWa R1 AI
Destroy target artifact. Destroy a target artifact for each 1R you pay in addition to the casting cost. Destroy a target artifact and gain one life for each G1 you pay in addition to the casting cost.
Primordial Ooze SC U ●● SEv R LG, CH
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1.
Pyric Salamander SC C ●● TRo R1 MG
R: +1/+0 until end of turn. Bury Salamander at end of turn. 1/1.
Pyroblast INT C ●●●● KFo R IA
Counter target blue spell or destroy target blue permanent.
Pyroclasm SOR U ●●●● PMo R1 IA
Do 2 damage to each creature.
Pyrokinesis INS U ●●● RSp RR4 AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divied among any number of creatures.

Rukh Egg SC C ●●●● CRu R3 AN
If destroyed, a 4/4 flying red creature enters play at end of turn. 0/3.
Sabretooth Tiger SC C ●● MBe R2 IA
First strike. 2/1.
Searing Spear Askari SC C ●●●● RKF R2 MG
Flanking. R1: Cannot be blocked by only one creature this turn. 2/2.
Sedge Troll SC R ●●● DFr R2 A,B,U,R
B, Regenerates. Gains +1/+1 if you control any swamps. 2/2.
Shatter INS C ●●● AWe R1 A,B,U,R,4TH,IA
Destroy target artifact.
Shatterstorm SOR R ●●● MPo RR2 AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.
Shivan Dragon SC R ●●●● MBe RR4 A,B,U,R,4th
Flying. R: +1/+0. 5/5.
Sirocco INS U ●● ARa R1 MG
Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.
Sisters of the Flame SC C ●● JMy RR1 DK,4th
T: Add R to your mana pool (play as a mana source). 2/2.
Smoke EN R ●● JMy RR A,B,U,R,4th
Each player may only untap one creature during untap phase

Stampeding Wildebeests
Trample
During your upkeep, return a green creature you control to owner's hand.
Prayers for rain are answered with the thunder of hooves.

Uktabi Orangutan
When Uktabi Orangutan comes into play, destroy target artifact.
"Is it true that the apes wear furs of gold when they marry?"
—Rasa, Suq'Ata market fool

STAMPEDING WILDEBEESTS UKTABI ORANGUTAN

Stampeding Wildebeests and Uktabi Orangutan: You've got to love Stampeding Wildebeests— they're about as fast and noisy as a creature can be. In fact, they're so unruly that they scare one of your other green critters back to your hand every turn. Use Uktabi Orangutan to pay the Wildebeests' upkeep, and the Wildebeest's drawback becomes a big-time benefit.

Pyrotechnics SOR U ●●● AMa R4 LG,4th
Do 4 damage divided any way among any number of targets.
Quarum Trench Gnomes SC R ●●● DFr R3 LG
T: Target plains produce 1 instead of W until end of game. 1/1.
Raging Bull SC C ● RAF R2 LG
2/2.
Raging Gorilla SC C ●● TKy R2 VS
If Gorilla blocks or is blocked, it gets +2/-2 until end of turn. 2/3.
Raging River EN R ●●● SEv RR A,B,U
When attacking, divide opponent's ground creatures on either side of River. Choose on which side of River to place each attacker. Attackers can only be blocked by flying creatures or those on same side of River.
Raging Spirit SC C ●● SFi R3 MG
2: Raging Spirit is colorless until end of turn. 3/3.
Raiding Party EN U ●●● QHo R2 FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains.
Reckless Embermage SC R ●●● TKy R3 MG
R1: Mage does 1 damage to any target and 1 damage to itself. 2/2.
Red Elemental Blast INT C ●●●● RTh R A,B,U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.
Reign of Chaos SOR U ●●● KRa RR2 MG
Destroy target plains or island and target white or blue creature.
Relentless Assault SOR R ●●●● Multi RR2 VS
Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn. Artists: GDa & JRa.
Retribution SOR U ●● MTe RR2 HL
Choose 2 creatures controlled by opponent. Bury one and put a -1/-1 counter on the other. That opponent chooses which creature is buried.
Rock Hydra SC R ●● JMe R A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.
Roc of Kher Ridges SC R ●●●● ARu R3 A,B,U,R
Flying. 3/3.
Rock Slide INS C ●●● MKe RX VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.
Rogue Skycaptain SC R ●●● RAF R2 AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 for each counter on Skycaptain, or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4.

Soldier of Fortune SC U ●●● DSh R AI
R, T: Target player shuffles his library. 1/1.
Solfatara INS C ●● OPe R2 VS
Target player cannot play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.
Song of Blood SOR C ●● EPe R1 VS
Put the top four cards from your library into your graveyard. For each creature card put into your graveyard in this way, all creatures that attack this turn get +1/+0 until end of turn.
Spinal Villain SC R ●●● AMa R2 LG
T: Destroy target blue creature. 1/2.
Spitting Drake SC U ●● Multi R3 VS
Flying. R: +1/+0 until end of turn. You can't spend more than R in this way each turn. 2/2. Artists: GDa & IRa.
Spitting Earth SOR C ●●● BSn R1 MG
Do damage to a creature equal to number of mountains you control.
Stone Giant SC U ●● DWi RR2 A,B,U,R,4th
T: Give one of your creatures with toughness less than Giant's power flying until end of turn. Target creature is killed at end of turn. 3/4.
Stonehands EC C ●●● DFr R2 IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.
Stone Rain SOR C ●●● Multi R2 Multi
Sets Found: A,B,U,R,4TH,IA,MG
Destroy any one land. Artists: DGe, TRo (Mirage).
Stone Spirit SC U ●●● JMe R4 IA
Stone Spirit cannot be blocked by flying creatures. 4/3.
Storm Shaman SC C ●●● CHe R2 AI
R: +1/+0 until end of turn. Two versions. 0/4.
Storm World EW R ●● CRo R LG
During upkeep do 1 damage to players for each card in hand below 4.
Subterranean Spirit SC R ●●● JBo RR3 MG
Protection from red. T: Do 1 damage to each non-flying creature. 3/3.
Suq'Ata Lancer SC C ●●●● JMi R2 VS
Flanking. Suq-Ata Lancer is unaffected by summoning sickness. 2/2.
Talruum Champion SC C ●● PVe R4 VS
First Strike. Whenever Talruum Champion blocks or is blocked by any creature, that creature loses first strike until end of turn. 3/3.
Talruum Minotaur SC C ●●● PVe RR2 MG
Talruum Minotaur is unaffected by summoning sickness. 3/3
Talruum Piper SC U ●● PVe R4 VS
All creatures with flying able to block Talruum Piper do so. 3/3.
Telim'Tor SL R ●●● KWa R4 MG
Flanking. If Telim attacks, all attacking flankers get +1/+1. 2/2.

Key
ART Artifact AC Artifact Creature CR Current Rarity
CU Cumulative Upkeep EA Enchant Artifact EC Enchant Creature
EE Enchant Enchantment EL Enchant Land EN Enchantment
EW Enchant World INS Instant INT Interrupt
LAN Land LL Legendary Land MS Mana Source
SC Summon Creature SL Summon Legend SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Telim'Tor's Edict	INS	R	••	KWa	R	MG
Remove from the game target permanent you own or control. Cantrip.						
• **Tempest Efreet**	SC	R	•	NTh	RRR1	LG,4th
T, Sacrifice: Pick a card randomly from opponent's hand and place it in yours, burying Efreet in opponent's graveyard. Opponent may prevent this permanent change by sacrificing 10 life or conceding game. 3/3.						
Tor Giant	SC	C	••	DSh	R3	IA
3/3.						
Torrent of Lava	SOR	R	•••	KRa	RRX	MG
Do X damage to each creature without flying. Each creature gains "T: Prevent 1 damage to this creature from Torrent of Lava."						
Total War	EN	R	••	DTu	R3	IA
When any player attacks, destroy all untapped non wall creatures that don't attack. Does not affect creatures that came into play this turn.						
Tremor	SOR	C	••	MDa	R	VS
Tremor deals 1 damage to each creature without flying.						
Tunnel	SOR	U	•	DFr	R	A,B,U,R,4th
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	•••	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	••	DSh	R2	A,B,U,R,4th
R: Regenerates. 2/2.						
Varchild's Crusader	SC	C	••	MPo	R3	AI
O: Can only be blocked by walls. Bury Crusader at the end of turn. 3/2.						
Varchild's War-Riders	SC	R	••	SVC	R1	AI
Trample, rampage: 1. CU: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature. 3/4.						
Vertigo	INS	U	•••	DTu	R	IA
Do 2 damage to target flying creature, which loses flying this turn.						
Veteran's Voice	EC	C	••	ARu	R	AI
Play on a creature you control. O: Tap creature to give any other target creature +2/+1 until end of turn. Two versions.						
Viashino Sandstalker	SC	U	•••	ARo	RR1	VS
Unaffected by summoning sickness. At the end of any turn, return Sandstalker to owner's hand. 4/2.						
Viashino Warrior	SC	C	••	RRa	R3	MG
4/2.						
Volcanic Dragon	SC	R	•••	JJo	RR4	MG
Flying. Volcanic Dragon is unaffected by summoning sickness. 4/4.						
Volcanic Geyser	INS	U	•••	DOC	RRX	MG
Volcanic Geyser deals X damage to target creature or player.						
Wall of Dust	SC	U	•	RTh	R2	LG,4th
Creatures blocked by Wall may not attack next turn. 1/4.						
Wall of Earth	SC	C	••	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	••	RTh	RR1	A,B,U,R,4th
R: +1/+0. 0/5.						
Wall of Heat	SC	C	••	RTh	R2	LG, CH
2/6.						
Wall of Lava	SC	U	••	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	•••	HMc	RR3	LG, CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	••	DFr	RR1	A,B,U,R,4th
0/8.						
• **Wheel of Fortune**	SOR	R	•••••	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Wildfire Emissary	SC	U	•••••	RKF	R3	MG
Protection from white. R1: +1/+0 until end of turn. 2/4.						
Windseeker Centaur	SC	R	••	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
Winds of Change	SOR	R	•••	JHa	R	LG,4th
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	••	MKi	R	HL
Flip a coin. If you win, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	••	KMe	R1	IA
Bury target wall and do X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	••	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						
Zirilan of the Claw	SL	R	•••	ARo	RR3	MG
RR1,T: Search your library for a Dragon card and put it into play. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn. 3/4.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abbey Gargoyles	SC	U	•••	CRu	WWW2	HL
Flying. Protection from red. 3/4.						
Abbey Matron	SC	C	••	MKi	W2	HL
W, T: +0/+3 till end of turn. Two versions. 1/3.						
Abu Ja'far	SC	U	•••	KMe	W	AN, CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	••	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Afterlife	INS	U	••	PVe	W2	MG
Bury target creature and put a 1/1 white flying creature into play under control of that creature's controller.						
Akron Legionnaire	SC	R	•	MPo	WW6	LG, CH
Of your non-artifact creatures, only Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	•••	HMc	WWX	LG,4th
Give target player X life or prevent X damage to any target.						
Alarum	INS	C	•••	ARo	W1	MG
Untap target non-attacking creature and give it +1/+3 this turn.						
Amrou Kithkin	SC	C	••	QHo	WW	LG,4th
Creatures with power greater than 2 may not block Amrou. 1/1.						
Angelic Voices	EN	R	•••	JBa	WW2	LG, CH
Give all creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	•••	DTu	WW2	DK,4th
Trample. During your turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Animate Wall	EC	R	•	DFr	W	A,B,U,R,4th
Target wall may now attack.						
Archangel	SC	R	•••	CRu	WW5	VS
Flying. Attacking does not cause Archangel to tap. 5/5.						
Arctic Foxes	SC	C	•	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	•••	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	••••	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	•	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	•••••	JMy	W3	A,B,U,R,4th
Destroy all lands in play.						
Armor of Faith	EC	C	•••	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	•••	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	••	DSh	W	AQ
Target creature may not be blocked by artifact creatures, cannot be targetted by artifacts, and takes no damage from artifacts.						
Auspicious Ancestor	SC	R	•••	ZSa	W3	MG
If put into the graveyard from play, gain 3 life. 1: Gain 1 life. Use only when a white spell is successfully cast and only once per spell. 2/3.						
Aysen Bureaucrats	SC	C	•••	ARa	W1	HL
T: Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	••	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X.						
Aysen Highway	EN	R	••	NTh	WWW3	HL
All white creatures gain plainswalk.						
•• **Balance**	SOR	R	•••••	MPo	W1	A,B,U,R,4th
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	••	DSh	W2	IA
Untap all your white creatures. All blockers get +0/+1 this turn.						
Beast Walkers	SC	R	•	HHu	WW1	HL
G: Banding until end of turn. 2/2.						
Benalish Hero	SC	C	••	DSh	W	A,B,U,R,4th
Bands. 1/1.						
Benevolent Unicorn	SC	C	•••	DCh	W1	MG
Whenever a spell assigns damage, that damage is reduced by 1. 1/2.						
Black Scarab	EC	U	••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	••	DFr	W	A,B,U,R,4th
Target creature gains protection from black.						
Blaze of Glory	INS	R	•	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage.						
Blessed Wine	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	•••	JBa	WW	A,B,U,R,4th
W: +1/+1.						
Blinding Light	SOR	U	••	HKi	W2	MG
Tap all non-white creatures.						
Blinking Spirit	SC	R	••••	LWi	W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	••	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	••	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	••	DFr	W	A,B,U,R,4th
Target creature gains protection from blue.						
Brainwash	EC	C	••	PVe	W	DK,4th
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	•••	RGo	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Coll to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	•	SEv	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	••	RTp	WW2	IA
WW: Tap land to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a token to gain 1 life.						
Carrier Pigeons	SC	C	•	PMo	W3	AI
Flying. Cantrip. 1/1.						
Castle	EN	U	•••	DWi	W3	A,B,U,R,4th
Your untapped creatures gain +0/+2. Attackers don't get this bonus.						
Celestial Dawn	EN	R	••••	LDa	WW1	MG
All non-land cards you own that are not in play are white. All non-land permanents you control are white. All lands you control are plains. All colored mana symbols on all of these cards and permanents are W.						
Circle of Protection: Artifacts	EN	U	•••	PVe	W1	AQ,4th
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	•••	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	•••	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	•••	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	•••	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	•••	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Civic Guildmage	SC	C	•••	ARo	W	MG
G,T: Target creatures gets +0/+1 until end of turn. U,T: Put target creature you control on top of owner's library. 1/1.						
Cleanse	SOR	R	•••	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	••	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						

Skip your next turn. Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.
For the chronatog, there is no meal like the present.

CHRONATOG STASIS

Chronatog and Stasis: Okay, so you've set up the perfect Stasis lock, with some form of passive damage (like Cursed Land) on your opponent's tapped out, useless permanents. Now if only you could keep that suicidal Stasis in play a little longer. Well, when you sacrifice a turn to the voracious Chronatog, you don't have to pay that turn's upkeep (naturally) and your opponent has to suffer.

Clergy of the Holy Nimbus SC C ●● DGe W LG
If killed, Clergy regenerate unless opponent pays 1. 1/1.
Cold Snap EN U ● RGa W2 IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he controls.
Combat Medic SC C ●●● Multi W2 FE
W1: Prevent 1 damage to a player or creature. 0/2.
Consecrate Land EL U ●●● JMe W A,B,U
Target land is immune from all effects that would destroy it.
Conversion EN U ●●● JMy WW2 A,B,U,R,4th
All mountains are now plains. You must pay WW during upkeep.
Cooperation EC C ●● PFo W2 IA
Target creature gains banding.
Crusade EN R ●●●● MPo WW A,B,U,R,4th
All white creatures gain +1/+1.
Damping Field EN U ● JHa W2 AQ
No one may untap more than one artifact during his untap phase.

Equinox EL C ●● SVC W LG
Tap target land to counter a spell that destroys your land.
Equipoise EN R ●● ARe W2 VS
During your upkeep, for each land target player controls in excess of the number of lands you control, target land he or she controls phases out. Repeat this process for artifacts and then for creatures.
Errand of Duty INS C ●●● JBo W1 AI
Put a Knight token into play. Treat as a 1/1 white banding creature.
Ethereal Champion SC R ●●● TNi WWW2 MG
Pay 1 life: Prevent 1 damage to Ethereal Champion. 3/4.
Exile INS R ●●●● RAI W2 AI
Remove target non-white attacker from game. Gain life = toughness.
Exorcist SC R ●●● DTu WW DK
W1, T: Destroy target black creature. 1/1.
Eye for an Eye INS R ●●● MPo WW AN,R,4th
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.

Rowen
During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.
"I've dreamt of a second harvest but fear I will not see it."
—Asmira, Holy Avenger
You may draw two extra cards during your draw phase. If you do, put two of the cards drawn this turn back on top of your library in any order, or pay 4 life per card not replaced. Prevent that many points of redirect damage that would be dealt to you this turn instead.
ROWEN
SYLVAN LIBRARY

Rowen and Sylvan Library: Rowen can be used to generate an enormous card advantage, but it can't help you if the first card you draw each turn isn't a basic land. The busy librarian elves at the Sylvan Library are happy to help you organize the top few cards of your library into whatever order you want... so basic land gains a habit of rising to the top.

Daraja Griffin SC U ●● SGr W3 VS
Flying. Sacrifice Daraja Griffin: Destroy target black creature. 2/2.
D'Avenant Archer SC C ●● DSh W2 LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.
Dazzling Beauty INS C ●● HMc W2 MG
Play only when defense is chosen. Target unblocked creature is considered blocked. Draw a card at the beginning of the next turn's upkeep.
Death Speakers SC U ●● DSh W HL
Protection from black. 1/1.
Death Ward INS C ●● HMc W A,B,U,R,4th,IA
Regenerates target creature.
Disempower INS C ●● JMa W1 MG
Put target artifact or enchantment on top of owner's library.
Disenchant INS C ●●●●● Multi W1 A,B,U,R,4th,IA,MG
Destroy target enchantment or artifact. Artists: BSn, CGi (Mirage).
Divine Intervention EN R ●● AWe WW6 LG
Put 2 counters onDivine Intervention. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.
Divine Offering INS C ●●●● JMe, TNi W1 LG,MG
Destroy target artifact, gaining life equaling casting cost of artifact.
Divine Retribution INS R ●● CGi W1 MG
Do 1 damage to target attacking creature for each attacking creature.
Divine Transformation EC U ●●● NTh WW2 LG,4th
Give target creature +3/+3.
Drought EN U ●●● Nth WW2 IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.
Dust to Dust SOR C ●●● DTu WW1 DK
Remove any two target artifacts from the game.
Ektundu Griffin SC C ●●● DCh W3 MG
Flying, first strike. 2/2.
Elder Land Wurm SC R ● QHo WWW4 LG,4th
Trample. Cannot attack until it has been assigned to block. 5/5.
Elvish Healer SC C ●●● REm W2 IA
T: Prevent 1 damage to a target or 2 damage to a green creature. 1/2
Enchanted Being SC C ● DSh WW1 LG
Takes no combat damage from enchanted creatures. 2/2.
Enduring Renewal EN R ●●● HMc WW2 IA
Play with your hand face up. If you a draw a creature discard it. When a creature goes to your graveyard from play, return it to your hand.
Energy Storm EN R ●●●● SEv W1 IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap.
Enlightened Tutor INS U ●●●● DFr W MG
Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of it.

Eye of Singularity EW R ●● EPe W3 VS
When Eye comes into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.
Farmstead EL R ● MPo WWW A,B,U,R
Once per turn, during your upkeep, you may spend WW to gain 2 life.
Farrel's Mantle EC U ●●● AWa W2 FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other creature where X is the power of the enchanted creature.
Farrel's Zealot SC C ●● Multi WW1 FE
If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.
Farrelite Priest SC U ● PFo WW1 FE
1: Add W to mana pool. Bury if more than 3 is spent in one turn. 1/3.
Fasting EN U ●● DSh W DK
Gain 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.
Favorable Destiny EC U ●●● TGi W1 MG
As long as you control at least one other creature, enchanted creature cannot be target of spells or effects. If creature is white it gets +1/+2.
Femeref Healer SC C ●●● SLu W1 MG
T: Prevent 1 damage to any creature or player. 1/1.
Femeref Knight SC C ●●●● TRo W2 MG
Flanking. W: Attacking does not cause Knight to tap this turn. 2/2.
Femeref Scouts SC C ●● ZPl W2 MG
1/4.
Festival INS C ●● MPo W DK
Opponent may not attack this turn. Play during opponent's upkeep.
Fire and Brimstone INS U ● JMe WW3 DK
Do 4 damage to target player and do 4 damage to you. May only be cast if that opponent has declared an attack this turn.
Formation INS R ●● KMe W1 IA
Give target creature banding until end of turn. Cantrip.
Fortified Area EN C ●● RAF WW1 LG
Give all your walls +1/+0 and banding.
Freewind Falcon SC C ●● UFr W1 VS
Flying, protection from red. 1/1.
Fylgja EC C ●●● EBe W IA
Put 4 counters on Fylgja. 0: Remove a counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a counter on Fylgja.
General Jarkeld SL R ●● RTh W3 IA
T: Exchange two blockers without creating an illegal block. 1/2.
Glyph of Life INS C ● SVC W LG
Gain life equal to the damage done to target wall by an attacker.
Gossamer Chains EN C ●● SLu WW VS
Return Gossamer Chains to owner's hand: Target unblocked creature deals no combat damage this turn.

Great Defender INS U ●● MPo W LG
Give target +0/+X until end of turn, where X is the creature's cost.
Great Wall EN U ● SEv W2 LG
Creatures with plainswalk may be blocked.
Greater Realm of Preservation EN U ●●● NTh W1 LG
W1: Prevent all damage to you from a red or black source.
Green Scarab EC U ●● NLe W IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.
Green Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from green.
Guardian Angel INS C ● AMa WX A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.
Hallowed Ground EN U ●●● DSh W1 IA
WW: Return a non-snow-covered land you control to its owner's hand.
Hand of Justice SC R ●●● MBe W5 FE
T: Tap 3 white creatures you control to destroy target creature. 2/6.
Hazduhr the Abbot SC R ●● DFr WW3 HL
X, T: Redirect to Hazduhr X damage dealt to a white creature you control. 2/5.
Heal INS C ●● MTe W IA
Prevent 1 damage to any target. Cantrip.
Healing Salve INS C ●●● Multi W A,B,U,R,4th,MG
Gain 3 life, or prevent up to 3 damage. Artists: DFr, HKi (Mirage).
Heaven's Gate INS U ●● DSh W LG
Change the color of one or more creatures to white until end of turn.
Heroism EN U ● MPo W2 FE
Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay R2 so an attacker may deal damage normally.
Hippurion SC U ●● DWi W1 IA
Cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.
Holy Armor EC C ●● MBe W A,B,U,R,4th
Target creature gains +0/+2. W: +0/+1
Holy Day INS C ● JMa W LG
Creatures attack and block as normal but deal no damage.
Holy Light INS C ●●● DTu W2 DK
Give all non-white creatures -1/-1 until end of turn.
Holy Strength EC C ●● AMa W A,B,U,R,4th
Target creature gains +1/+2.
Honorable Passage INS U ●●● JMi W1 VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.
Hope Charm INS C ●● GSp W VS
Choose one—Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target local enchantment.
Icatian Infantry SC C ●● Multi W FE
1: Banding. 1: First strike. Artists: EBe, CRu, DSh, DTe. 1/1.
Icatian Javelineers SC C ●●● Multi W FE
Put a Javelin counter on Javelineers when cast. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SIG. 1/1.
Icatian Lieutenant SC R ●● PVe WW FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.
Icatian Moneychanger SC C ●● EBe, MBe, DTe W FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. 0/2.
Icatian Phalanx SC U ●● KFo W4 FE
Bands. 2/4.
Icatian Priest SC U ●● DTu W FE
WW1: Make target creature +1/+1 until end of turn. 1/1.
Icatian Scout SC C ●● Multi W FE
1, T: Give target creature first strike. Artists: RAl, PFo, RKF, DSh. 1/1.
Icatian Skirmishers SC R ●● HHu W3 FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.
Icatian Town SOR R ●●● TWa W5 FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.
Illumination INT U ●●● DOC WW MG
Counter target artifact or enchantment spell. That spell's caster gains an amount of life equal to the spell's casting cost.
Indestructible Aura INS C ●● MPo W LG
Reduce to 0 all damage dealt to target creature until end of turn.
Infantry Veteran SC C ●● CRu W VS
T: Target attacking creature gets +1/+1 until end of turn. 1/1.
Infinite Authority EC R ●● DSh WWW LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.
Inheritance EN U ●● KFo W AI
3: Draw a card. Use this only when a creature is put into the graveyard from play, and only once for each creature put into the graveyard.
Iron Tusk Elephant SC U ●● TRo W4 MG
Trample. 3/3.
Island Sanctuary EN R ●● MPo W1 A,B,U,R,4th
If you decline one card during your draw phase, only flying or islandwalking creatures may attack you until your next turn.
Ivory Charm INS C ●● GGr W MG
Choose one—all creature get -2/-0 until end of turn; or prevent one damage to any creature or player; or tap target creature.

ART Artifact
AC Artifact Creature
CR Current Rarity
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature
EE Enchant Enchantment
EL Enchant Land
EN Enchantment
EW Enchant World
INS Instant
INT Interrupt
LAN Land
LL Legendary Land
MS Mana Source
SC Summon Creature
SL Summon Legend
SOR Sorcery

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Ivory Gargoyle SC R ●●●● QHo W4 AI
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase. 4W: Remove Gargoyle from the game. 2/2.

Ivory Guardians SC U ●● MBe WW4 LG, CH
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.

Jabari's Influence INS R ●●● GGr WW3 MG
Play only after combat. Gain control of target non-AC that attacked you this turn and put a -0/-1 counter on it.

Jamuraan Lion SC C ●● SGr W2 VS
W, T: Target creature cannot block this turn. 3/1.

Jihad EN R ●●● BSn WWW AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.

Juniper Order Advocate SC U ●●● DSh W2 AI
If Advocate is untapped, all your green creatures get +1/+1. 1/2.

Justice EN U ●●● RTp WW2 IA
You must pay WW during upkeep. When a red spell or creature deals damage, Justice deals the same damage to the effect's controller.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Kjeldoran Skyknight SC C ●●● MPo W2 IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C ●● MPo W IA
Banding. 1/1.

Knight of Valor SC C ●●● JMi W2 VS
Flanking. W1: Each creature without flanking blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.

Knights of Thorn SC R ●●● CRu W3 DK
Protection from red, banding. 2/2.

Lance EC U ●● RAl W A,B,U,R
Target creature gains first strike.

• **Land Tax** EN R ●●●●● BSn W LG,4th
If opponent controls more land than you during your upkeep, you may take up to 3 basic lands from your library into your hand.

Leeches SOR R ● ARa WW1 HL
Target player loses all poison counters and takes 1 damage per counter.

Lifeblood EN R ●●● MTe WW2 LG
Take 1 life whenever opponent taps a mountain.

Lightning Blow INS R ●● HMc W1 IA
Give target creature first strike until end of turn. Contrip.

Longbow Archer SC U ●●● EPe WW VS
First strike. Longbow Archer can block creatures with flying. 2/2.

Lost Order of Jarkeld SC R ●● ARu WW2 IA
* equals # of creatures controlled by target opponent. 1+*/1+*.

Mangara's Blessing INS U ●●● DCh W2 MG
Gain 5 life. If a spell or effect by an opponent causes you to discard Blessing, gain 2 life and return Blessing to your hand at end of turn.

Mangara's Equity EN U ●● ARa WW1 MG
Choose black or red. During your upkeep, you must pay 1W. For each 1 damage a creature of the chosen color deals to you or a white creature you control, Mangara's Equity deals 1 damage to that creature.

Crypt Rats
Summon Rats
X, Crypt Rats deals X damage to each creature and player. Spend only black mana in this way.
"Once I dreamt of death, but now it dreams of me. And only rats and rotting flesh can hear my silent plea."
—Mordaugo chant
Illus. Pat Lee

*, Pay 2 life: Prevent all damage to you from any one source.
"Good is not a 'thing.' You can neither touch nor own it. No, Good is a vision we all share and strive to make real."
—Asmira, Holy Avenger

CRYPT RATS RIGHTEOUS AURA

Crypt Rats and Righteous Aura: There are few things in *Magic* that are as satisfying as dealing out massive doses of gory death to everyone on and around the table; of course, you don't *really* want to hurt yourself if you can help it. Pump the Crypt Rats full of black mana to deal a pestilential blast to everyone in the general vicinity, and protect yourself with the Aura. Righteous!

Karma EN U ●●●● RTh WW2 A,B,U,R,4th
During each player's upkeep, he takes 1 point of damage for each swamp he controls.

Keepers of the Faith SC C ●● DGe WW1 LG, CH
2/3.

Koskinko Ranger SC C ●● MPo W IA
W1: One green creature gains first strike until end of turn. 1/1.

King Suleiman SC R ●● MPo W1 AN
T: Destroy an Efreet or Djinn. 1/1.

Kismet EN U ●●● KFo W3 LG,4th
All opponent's creatures, lands, and artifacts enter play tapped.

Kjeldoran Elite Guard SC U ●●● MBe W3 IA
T: Give target creature +2/+2. Bury Guard if that creature leaves play this turn. 2/2.

Kjeldoran Escort SC C ●●● BWo WW2 AI
Banding. 2/3.

Kjeldoran Guard SC C ●● AWa W1 IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.

Kjeldoran Home Guard SC U ●● ARu W3 AI
At the end of any combat in which Home Guard attacked or blocked, put a -0/-1 counter on Home Guard and put a Deserter token into play. Treat this token as a 0/1 white creature. 1/6.

Kjeldoran Knight SC R ●●● RSp WW IA
Banding. W1: +1/+0. WW: +0/+2. 1/1.

Kjeldoran Phalanx SC R ●● RKF W5 IA
First strike, banding. 2/5.

Kjeldoran Pride EC C ●● KFo W1 AI
Creature gets +1/+2. 2U: Switch Pride from creature it enchants to another creature. Pride's new target must be legal.

Kjeldoran Royal Guard SC R ●●● LWi WW3 IA
T: Redirect damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U ●●● MPo W4 IA
Flying, banding, first strike. 2/2.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Martyrdom INS C ●● MPo WW1 AI
Until end of turn, you may redirect to target creature you control any amount of damage.

Martyr's Cry SOR R ●● JMe WW DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.

Martyrs of Korlis SC U ●●● MOK WW3 AQ
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. 1/6.

Melesse Spirit SC U ●●● GGr WW3 MG
Flying. Protection from black. 3/3.

Mercenaries SC R ● CBr W3 IA
A player may pay 3 to prevent taking Mercenaries' damage. 3/3.

Mesa Falcon SC C ●● MPo W1 HL
Flying. W1: +0/+1 until end of turn. Two versions. 1/1.

Mesa Pegasus SC C ●●● MBe W1 A,B,U,R,4th
Flying, bands. 1/1.

Miracle Worker SC C ● RSp W DK
T: Destroy target enchantment on one of your creatures. 1/1.

Miraculous Recovery INS U ●●● BHo W4 VS
Put target creature card from your graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.

Moat EN R ●●●● JMe WW2 LG
Non-flying creatures cannot attack.

Moorish Cavalry SC C ●●● DWi WW2 AN
Trample. 3/3.

Morale INS C ●● MPo WW1 DK, 4th
Give all attacking creatures +1/+1 until end of turn.

Mtenda Griffin SC U ●●● JJo W3 MG
Flying. W,T: Return Griffin to owner's hand and return target griffin in your graveyard to your hand. Use only during your upkeep. 2/2.

Mtenda Herder SC C ●● ZSa W MG
Flanking. 1/1.

Noble Elephant SC C ●●● TRo W3 MG
Banding, Trample. 2/2.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Noble Steeds EN C ●● RGu W2 AI
1W: Target creature gains first strike until end of turn. Two versions.

Northern Paladin SC R ●●● DSh WW2 A,B,U,R,4th
WW, T: Destroy a black card in play. 3/3.

Null Chamber EW R ●●● DSh W3 MG
You and target opponent each name any card except a basic land. Those cards cannot be played.

Order of Leitbur SC C ●●●● RF,BMo WW FE
Protection from black. WW: +1/+0. W: First strike. 2/1.

Order of the Sacred Torch SC R ●●●● RTp WW1 IA
T: Sacrifice 1 life to counter a black spell. 2/2.

Order of the White Shield SC U ●●●● RTp WW IA
Protection from black. WW: +1/+0. W: First Strike. 2/1.

Osai Vultures SC U ● DFr W1 LG,4th
Flying. After a turn in which a creature died, add a counter to Vultures. Remove 2 counters to make Vultures +1/+1 until end of turn. 1/1.

Pacifism EC C ●●●● RBl W1 MG
Enchanted creature cannot attack or block.

Parapet EN C ●●● MPo W1 VS
You may choose to play Parapet as an instant; if you do, bury it at end of turn. All creatures you control get +0/+1.

Peace Talks SOR U ●●● RRa W1 VS
During this turn and the next one, players cannot declare an attack and cannot play spells or abilities that target any permanent or player.

Pearl Dragon SC R ●●● IMi WW4 MG
Flying. W: +0/+1. 4/4.

Pearled Unicorn SC C ● CBr W2 A,B,U,R,4th
2/2.

Personal Incarnation SC R ●●● KBr WWW3 A,B,U,R,4th
Owner may redirect any amount of damage done to Incarnation to himself instead. If Incarnation is sent to graveyard, its owner loses half of his remaining life (round up the loss). 6/6.

Petra Sphinx SC R ●● SEv WWW2 LG, CH
T: Target player names a card and then turn over the top card in his library. If the guess matches the card, the player draws the card; otherwise, it goes to the graveyard. 3/4.

Piety INS C ● MPo W2 AM,4th
+0/+3 to all defending creatures until end of turn.

Pikemen SC C ●●● DDe W1 DK,4th
Banding, first strike. 1/1.

Preacher SC R ●●● QHo WW1 DK
T: Gain control of an opponent's creature of his choice. If Preacher untaps or leaves play, you lose control of the creature.

Presence of the Master EN U ●● PFo W3 LG
Counter all enchantments as they are being cast.

Prismatic Circle EN C ●● PVe W2 MG
CU: 1. Choose a color. 1: Prevent all damage to you from a source of the chosen color.

Prismatic Ward EC C ●● LWi W1 AI
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Prophecy SOR C ●● CRu W MI
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Contrip.

Purelace INT R ● SEv W A,B,U,R,4th
Change the color of one card being played or in play to white.

Rally INS C ●● HHu WW IA
All blocking creatures gain +1/+1 until end of turn.

Rapid Fire INS R ● JHa W3 AI
Give target first strike and rampage: 2. Play before defense is chosen.

Rashida Scalebane SL R ●●● RGa WW3 MG
T: Bury target attacking or blocking Dragon. Gain an amount of life equal to that Dragon's power. 3/4.

Rashka the Slayer SL U ●● CRu WW3 AI
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.

Red Scarab EC U ●● SEv W IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Red Ward EC U ●● DFr W A,B,U,R,4th
Target creature gains protection from red.

Reinforcements INS C ●●● DVi W AI
Put up to three target creature cards from you graveyard on top of your library in any order.

Relic Ward EA U ●●● JCo W1 VS
You may choose to play Relic Ward as an instant; if you do, bury it at end of turn. Enchanted artifact cannot be the target of spells or effects.

Remedy INS C ●●● ZSa W1 AI
Prevent up to 5 damage to any numbers of creatures and/or players.

Remove Enchantments INS C ●● BSn W IA
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy opponent's enchantments on attackers.

Repentant Blacksmith SC C ●●● DTu W1 AM, CH
Protection from red. 1/2.

Reprisal INS U ●●●● RAF W1 AI
Bury target creature with power four or greater.

Resistance Fighter SC C ●● CFe W AI
Sacrifice: Target creature deals no combat damage this turn.

Resurrection SOR U ●●● DWi WW2 A,B,U,R
Take a creature from your graveyard and put it directly into play.

Retribution of the Meek SOR R ●●● NMe W2 VS
Bury all creatures with power 4 or greater.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Reverse Damage	All damage from any one source is instead added to your life total.	INS	R	●●●●	DWi	WW1	A,B,U,R,4th
Reverse Polarity	All damage you have taken from all artifacts this turn is retroactively added to your life total instead.	INS	C	●●	JHa	WW	AQ,R
Righteous Aura	W, Pay 2 life: Prevent all damage to you from any one source.	EN	C	●●●	JMi	W1	VS
Righteous Avengers	Plainswalk. 3/1.	SC	U	●●	HHu	W4	LG
Righteousness	Target defending creature gets +7/+7 until end of turn.	INS	R	●●	DSh	W	A,B,U,R,4th
Ritual of Steel	Enchanted creature gets +0/+2. Cantrip.	EC	C	●●	MPo	W2	MG
Royal Decree	CU: W. Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, its controller takes 1 damage.	EN	R	●●	PVe	WW2	AI
Royal Herbalist	2: Remove top card of your library from game to gain one life. 1/1.	SC	C	●●	DSh	W	AI
Sacred Boon	Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.	INS	U	●●●	MRa	W1	IA
Sacred Mesa	During your upkeep, you must sacrifice a Pegasus. W1: Put a Pegasus token into play. Treat this token as a 1/1 white creature with flying.	EN	R	●●●●	MOK	W2	MG
Samite Alchemist	WW,T: Prevent 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2.	SC	C	●●	TWa	W3	HL
Samite Healer	T: Prevent 1 damage to any target. 1/1.	SC	C	●●●	TWa	W1	A,B,U,R,4th
Savannah Lions	2/1.	SC	R	●●●●	DGe	W	A,B,U,R,4th
Scars of the Veteran	You may remove a white card in your hand from the game instead of paying the casting cost. Prevent up to 7 damage to target creature or player. For each one damage to a creature prevented by Scars of the Veteran put a +0/+1 counter on that creature at end of turn.	INS	U	●●●●	DFr	W4	AI
Seasoned Tactician	3: Remove the top four cards of you library from the game to prevent all damage to you from one source. 1/3.	SC	U	●●	DFr	W2	AI
Seeker	Target creature may only be blocked by white or artifact creatures.	EC	C	●●	MPo	WW2	LG,4th
Seraph	Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.	SC	R	●●●	CRu	W6	IA
Serra Angel	Flying. Does not tap to attack. 4/4	SC	U	●●●●●	DSh	WW3	A,B,U,R,4th
Serra Aviary	All creatures with flying get +1/+1.	EW	R	●●●	NLe	W3	HL
Serra Bestiary	Pay WW during your upkeep or buryBestiary. Target creature cannot block, attack or use any abilities that have T: in its activation cost.	EC	C	●●	AMa	WW	HL
Serra Inquisitors	If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.	SC	U	●●	DDe	W4	HL
Serra Paladin	T: Prevent 1 damage to any creature or player WW1, T: Attacking does not cause target creature to tap this turn. 2/2.	SC	C	●●●	PVe	WW2	HL
Shadowbane	Prevent all damage to you or a creature you control from any one source. If thesource is black, gain 1 life for each 1 damage prevented.	INS	U	●●●●	DSh	W1	MG
Shahrazad	Players must suspend game in progress and play a sub-game with their current libraries. The loser loses half of his life points (round up loss).	SOR	R	●●	KFo	WW	AN
Shield Bearer	Banding. 0/3.	SC	C	●	DFr	W1	IA
Shield Wall	Give all your creatures +0/+2 until end of turn.	INS	U	●●	DSh	W1	LG, CH
Sidar Jabari	Flanking, If Sidar attacks, tap a creature defender controls. 2/2.	SL	R	●●●	GGr	W3	MG
Snow Hound	1, T: Return Snow Hound and target blue or green creature you control to their owners' hand. 1/1.	SC	U	●●	PMo	W2	IA
Soraya the Falconer	All falcons get +1/+1. W1: Target falcon gains banding. 2/2.	SL	R	●●	DDe	WW1	HL
Soul Echo	Put X counters on Soul Echo. At beginning of your upkeep if there are no counters on Soul Echo bury it. Otherwise, target opponent may choose that for each 1 damage dealt to you until your next upkeep, you instead remove 1 counter. You do not lose the game as a result of having less than 1 life.	EN	R	●●●	RSp	WWX	MG
Spectral Guardian	As long as spectral Guardian is untapped, non-creature artifacts cannot be the target of spells or effects. 2/3.	SC	R	●●●	MDr	WW2	MG
Spirit Link	Gain 1 life for every point of damage done by target creature.	EC	U	●●●●	KFo	W	LG,4th
Spiritual Sanctuary	Any player controlling plains takes 1 life during his upkeep.	EN	R	●●●	AWe	WW2	LG
Squire	1/2.	SC	C	●	DDe	W1	DK
Sun Clasp	Enchanted creature gets +1/+3. W: Return enchanted creature to owner's hand.	EC	C	●●	JCo	W1	VS
Sunweb	Flying. Cannot bock creatures with power 2 or less. 5/6.	SC	R	●●●	DFr	W3	MG
Sustaining Spirit	CU: W1. Any damage that would reduce your life total to less than one instead reduces it to one. 0/3	SC	R	●●	RGu	W1	AI
Swords to Plowshares	Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●●	KFo	W	A,B,U,R,4th,IA
Sworn Defender	1: Change power to the toughness of target creature blocking or being blocked by Defender, minus 1, until end of turn. Change toughness to one plus the power of that creature, until end of turn. 1/3.	SC	R	●●●	DAG	WW2	AI
Teferi's Honor Guard	Flanking. UU: Phase out. 2/2.	SC	U	●●●	CFe	W2	VS
Teremko Griffin	Banding, Flying. 2/2.	SC	C	●●●	MMc	W3	MG
Thunder Spirit	Flying, first strike. 2/2.	SC	R	●●●●	RAF	WW1	LG
Tithe	Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand.	INS	R	●●	JMu	W	VS
Tivadar's Crusade	All Goblins are destroyed.	SOR	U	●	DDe	WW1	DK
Trade Caravan	During upkeep, put a counter on Caravan. 0: Remove 2 counters from Caravan to untap a basic land. Use only during opponent's upkeep. 1/1.	SC	C	●	KFo	W	HL
Truce	Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.	INS	R	●●	MBe	W2	HL
Tundra Wolves	First strike. 1/1.	SC	C	●●	QHo	W	LG,4th
Unlikely Alliance	W1: Target non-attacking, non-blocking creature gets +0/+2.	EN	U	●	PFo	W1	AI
Unyaro Griffin	Flying. Sacrifice Unyaro Griffin: Counter target red spell that assigns damage to you or a creature you control. 2/2.	SC	U	●●	ADo	W3	MG
Veteran Bodyguard	Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	●●●	DSh	WW3	A,B,U,R
Vigilant Martyr	Sacrifice Vigilant Martyr: Regenerate target creature WW,T, Sacrifice Martyr: Counter target spell that targets an enchantment in play. 1/1.	SC	U	●●●	RGu	W	MG
Visions	Look at the top five cards of any library, then reshuffle it if you want.	SOR	U	●●	NTh	W	LG,4th
Wall of Caltrops	If Wall of Caltrops blocks with other walls, it gains banding. 2/1.	SC	C	●●	BSn	W1	LG
Wall of Light	Protection from black.1/5.	SC	U	●●	RTh	W2	LG
Wall of Resistance	Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it 0/3.	SC	C	●●	HMc	W1	MG
Wall of Swords	Flying 3/5.	SC	U	●●●	MTe	W3	A,B,U,R,4th
Ward of Lights	You may play Ward of Lights as an instant; if you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.	EC	C	●●●	MDr	WW	MG
War Elephant	Bands, trample. 2/2.	SC	C	●●●	KBi	W3	AN, CH
Warning	Target attacking creature does no damage in combat this turn.	INS	C	●	PMo	W	IA
Warrior's Honor	All creatures you control get +1/+1 until end of turn.	INS	C	●●	DAG	W2	VS
White Knight	Protection from black, first strike. 2/2.	SC	U	●●●●	DGe	WW	A,B,U,R,4th
White Scarab	Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	●●	PFo	W	IA
White Ward	Target creature gains protection from white.	EC	U	●●	DFr	W	A,B,U,R,4th
Wild Aesthir	Flying, first strike. WW: +2/+0 until end of turn. You cannot spend more than WW in this way each turn. 1/1.	SC	C	●●●	GSi	W2	AI
Witch Hunter	T: Do * damage to target player. WW1, T: Return target creature opponent controls to owner's hand. 1/1.	SC	U	●●●	JMy	WW2	DK, CH
Wrath of God	Bury all creatures in play	INS	R	●●●●●	QHo	WW2	A,B,U,R,4th
Yare	Target creature defending player controls gets +3/+0 until end of turn. That creature may block up to three creatures this turn.	INS	R	●●●	RSp	W2	MG
Zhalfirin Commander	Flanking WW: Target Knight gets +1/-1 until end of turn. 2/2.	SC	U	●●●●	SGr	W2	MG
Zhalfirin Crusader	Flanking W: Redirect * damage from Zhalfirin Crusader to target creature or player 2/2	SC	R	●●●●	ARa	WW1	VS

Wind Shear and Quicksand: If you're a flying creature you know not to mess with green mages. If a human came by throwing you to kingdom come, the Wind Shear is ripping your wings off. And getting -2/-2 isn't enough to send you screaming to your grave, there's always that nasty Quicksand you have the misfortune of landing in. Some mornings it's just not worth leaving the nest.

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Zhalfirin Knight	Flanking. WW: First Strike until end of turn. 2/2	SC	C	●●●●	JBo	W2	MG
Zuberi, Golden Feather	Flying. Counts as a Griffin. All other Griffins get -1/-1. 3/3	SL	R	●●●	AKo	W4	MG

LANDS

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adarkar Wastes	T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●●	WHa		IA
Adventurers' Guildhouse	All your green legends may band with other legends.	LAN	U	●	TWe		LG
An-Havva Township	T: Add 1 colorless mana to your pool. T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.	LAN	R	●●●	SDe		HL
Arena	3, T: You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.	LAN	R	●●●	RAd		PR
Aysen Abbey	T: Add 1 colorless mana to pool. T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.	LAN	U	●●	JDe		HL
Badlands	T. Add R or B to your mana pool. Counts as a Mountain and a Swamp.	LAN	P	●●●●●	RAd		A,B,U,R
Bad River	Comes into play tapped. T: Sacrifice. Search your library for an island or swamp. Put that land into play.	LAN	R	●●	TAn		MG
Balduvian Trading Post	When Trading Post comes into play, sacrifice an untapped mountain or bury Trading Post. T: Add R to your mana pool. T: Trading Post deals one damage to target attacking creature.	LAN	R	●●●	TWe		AI
Bayou	T: Add B or G to your mana pool. Counts as a Swamp and a Forest.	LAN	R	●●●●●	JMo		A,B,U,R
Bazaar of Baghdad	T: Draw 2 cards. Immediately discard 3 cards from your hand.	LAN	R	●●●●	JMe		AN
Bottomless Vault	Comes into play tapped. You may leave it untapped to put a counter on it. T: Remove any number of counters, adding B for each one.	LAN	R	●●	PMo		FE
Brushland	T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●●	BWa		IA

ART Artist
AC Artifact Creature
CR Current Rarity

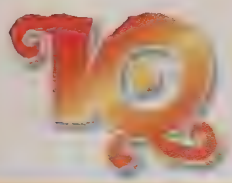
CU Cumulative Upkeep
EA Enchant Artifact
EC Enchant Creature

EE Enchant Enchantment
EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant
INT Interrupt

LAN Land
LL Legendary Land
MS Mana Source

SC Summon Creature
SL Summon Legend
SOR Sorcery



players guide

Name	Description	Kind	CR	Rating	Artist	Sets Found
Castle Sengir	T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.	LAN	R	••	PVe	HL
Cathedral of Serra	All your white legends may band with other legends.	LAN	U	•	MPo	LG
City of Brass	T: Add 1 mana of any color. Take 1 damage whenever City is tapped.	LAN	R	•••••	MTe	AN, CH
City of Shadows	T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	••	TWä	DK
Coral Atoll	Comes into play tapped. When Coral Atoll comes into play, return an untapped island you control to owner's hand or bury Coral Atoll. T: Add U and one colorless mana to your mana pool	LAN	U	••	JAv	VS
Crystal Vein	T: Add 1 to your mana pool. T, Sacrifice: Add 2 to your mana pool.	LAN	U	••	PMo	MG
Desert	T: Add 1 to your mana pool. T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	•••	JMy	AN
Diamond Valley	T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	••••	BSn	AN
Dormant Volcano	Comes into play tapped. When Dormant Volcano comes into play, return an untapped island you control to owner's hand or bury Dormant Volcano. T: Add R and one colorless mana to your mana pool	LAN	U	••	JAv	VS
Dwarven Hold	Comes into play tapped. You may leave Hold tapped to put a counter on it. T: Remove any number of counters, adding R for each one.	LAN	R	••	PMo	FE
Dwarven Ruins	Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	•••	MPo	FE
Ebon Stronghold	Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•••	MPo	FE
Elephant Graveyard	T: Add 1mana to your mana pool. T: Regenerate an Elephant or Mammoth.	LAN	R	•••	RAl	AM
Everglades	Comes into play tapped. When Everglades comes into play, return an untapped island you control to owner's hand or bury Everglades. T: Add B and one colorless mana to your mana pool	LAN	U	••	BEg	VS
Flood Plain	Comes into play tapped. T: Sacrifice Flood Plain: Search your library for a plains or island. Put that land into play.	LAN	U	••	PMo	MG
Forest	T: Add G to your mana pool. Artists: CRu, PMo (Ice Age), TRo (Mirage).	LAN	C	—	Multi	A,B,U,R,4TH,IA,MG
Glacial Chasm	CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.	LAN	U	•••	LDa	IA
Grasslands	Comes into play tapped. T, Sacrifice Grasslands: Search your library for a forest or plains. Put that land into play.	LAN	U	••	JAv	MG
Griffin Canyon	T: Add one colorless mana to your mana pool. T: Untap target Griffin. That Griffin gets +1/+1 until end of turn.	LAN	R	••	SGr	VS
Halls of Mist	CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	•	MPo	IA
Hammerheim	T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LL	U	•••	BWa	LG
Havenwood Battleground	Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•••	MPo	FE
Heart of Yavimaya	When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya. T: Add G to your mana pool. T: Target creature gets +1/+1 until end of turn.	LAN	R	•••	PVe	AI
Hollow Trees	Comes into play tapped. You may leave Trees tapped to put a counter on it. T: Remove any number of counters, adding G for each one.	LAN	R	••	PMo	FE
Icatian Store	Comes into play tapped. You may leave Store tapped to put a counter on it. T: Remove any number of counters, adding W for each one.	LAN	R	••	PMo	FE
Ice Floe	You may choose not to untap Ice Floe. T: Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.	LAN	U	••	JMe	IA
Island	T: Add U to your mana pool. Artists: MPo, AMa (Ice Age), DSh (Mirage).	LAN	C	—	Multi	A,B,U,R,4TH,IA,MG
Island of Wak-Wak	T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSh	AN
Jungle Basin	Comes into play tapped. When Jungle Basin comes into play, return an untapped island you control to owner's hand or bury Jungle Basin. T: Add G and one colorless mana to your mana pool	LAN	U	••	JAv	VS
Karakas	T: Add W to your mana pool. T: Return target legend to owner's hand.	LL	U	••••	NLe	LG
Karoo	Comes into play tapped. When Karoo comes into play, return an untapped island you control to owner's hand or bury Karoo. T: Add W and one colorless mana to your mana pool	LAN	U	••	ZSa	VS
Karplusan Forest	T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	••••	NLe	IA
Kjeldoran Outpost	When Outpost comes into play, sacrifice a plains or bury Outpost. T: Add W to your mana pool. W1, T: Put a 1/1 soldier token into play.	LAN	R	••••	JMe	AI
Koskun Keep	T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.	LAN	U	••	PMo	HL
Lake of the Dead	When Lake of the Dead comes into play, sacrifice a Swamp or bury Lake of the Dead. T: Add B to your mana pool T: Sacrifice a Swamp to add BBBB to your mana pool.	LAN	R	•••	PVe	AI
Land Cap	If there are any counters on Land Cap, it does not untap. Remove a counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a counter on Land Cap. T: Add W to your mana pool and put a counter on Land Cap.	LAN	R	••	LWi	IA
Lava Tubes	If there are any counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	••	BWa	IA
• Library of Alexandria	T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly seven cards in hand.	LAN	R	•••••	MPo	AN
• Maze of Ith	T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMa	DK
Mishra's Factory	T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well.	LAN	U	••••	KFo,PFo	AQ,4th
• Mishra's Workshop	T: Add 3 to your mana pool which may only be used to cast artifacts.	LAN	R	•••••	KFo	AQ
Mountain	T: Add R to your mana pool. Artists: DSh, TWä (Ice Age), JAv (Mirage).	LAN	C	—	Multi	A,B,U,R,4TH,AN,IA,MG
Mountain Stronghold	All your red legends may band with other legends.	LAN	U	•	TWä	LG
Mountain Valley	Comes into play tapped. T: Sacrifice Mountain Valley to search your library for a mountain or forest. Put that land into play.	LAN	U	••	NLe	MG
Oasis	T: Prevent 1 damage to any creature.	LAN	U	••	BSn	AN, 4th
Pendelhaven	T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LL	U	••••	BWa	LG
Plains	T: Add W to your mana pool. Artists: JMy, CRu (Ice Age), TWä (Mirage).	LAN	C	—	Multi	A,B,U,R,4TH,IA,MG
Plateau	T: Add R or W to your mana pool. Counts as a Mountain and a Plains.	LAN	R	•••••	DTu	A,B,U,R
Quicksand	T: Add one colorless mana to your mana pool. T: Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.	LAN	U	••	RRa	VS
Rainbow Vale	T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	••	KFo	FE
River Delta	If there are any counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	••	SEv	IA
Rocky Tar Pit	Comes into play tapped. T: Sacrifice Rocky Tar Pit to search your library for a swamp or mountain. Put that land into play.	LAN	U	••	JMi	MG
Ruins of Trokair	Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•••	MPo	FE
Safe Haven	2, T: Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••	CRu	DK,CH
Sand Silos	Comes into play tapped. You may leave Silos tapped to put a counter on it. T: Remove any number of counters, adding U for each one.	LAN	R	••	PMo	FE
Savannah	T: Add W or G to your mana pool. Counts as a Plains and a Forest.	LAN	R	•••••	RAl	A,B,U,R
School of the Unseen	T: Add 1 to your mana pool. 2, T: Add 1 mana of any color to your mana pool.	LAN	U	••	PMo	AI
Scrubland	T: Add W or B to your mana pool. Counts as a Plains and a Swamp.	LAN	R	•••••	JMy	A,B,U,R
Seafarer's Quay	All your blue legends may band with other legends.	LAN	U	•	TWä	LG
Sheltered Valley	When Sheltered Valley comes into play, bury any other Sheltered Valley you control. During your upkeep, if you control three or fewer lands, gain one life. T: Add one colorless mana to your mana pool.	LAN	R	••	RAl	AI
Snow-Covered Forest	T: Add G to your mana pool.	LAN	U	—	PMo	IA
Snow-Covered Island	T: Add U to your mana pool.	LAN	U	—	AMa	IA
Snow-Covered Mountain	T: Add R to your mana pool.	LAN	U	—	TWä	IA
Snow-Covered Plains	T: Add W to your mana pool.	LAN	U	—	CRu	IA
Snow-Covered Swamp	T: Add B to your mana pool.	LAN	U	—	DSh	IA
Soldevi Excavations	When Excavations comes into play, sacrifice an untapped island or bury Excavations. T: Add U1 to your mana pool. 1, T: Look at the top of your library. You may put that card on the bottom of your library.	LAN	R	•••	LDa	AI
Sorrow's Path	T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	RAF	DK
• Strip Mine	T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	•••••	DGe	AQ,4th
Sulfurous Springs	T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	••••	PFo	IA
Svyelunite Temple	Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.	LAN	U	•••	MPo	FE
Swamp	T: Add B to your mana pool. Artists: DFr, DSh (Ice Age), BEg (Mirage).	LAN	C	—	Multi	A,B,U,R,4TH,IA
Tabernacle at Pendrell Vale	All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LL	R	•••	NLe	LG
Taiga	T: Add G or R to your mana pool. Counts as a Forest and a Mountain.	LAN	R	•••••	RAl	A,B,U,R
Teferi's Isle	Phasing. Comes into play tapped. T: Add UU to your mana pool.	LL	R	•		MG
Thawing Glaciers	Comes into play tapped. 1, T: Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.	LAN	R	••	JMe	AI
Timberline Ridge	If there are any counters on Ridge, it does not untap. Remove a depletion counter from TRidge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Ridge. T: Add R to your mana pool and put a depletion counter on Ridge.	LAN	R	••	JMe	IA
Tolaria	T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LL	U	•	NLe	LG
Tropical Island	T: Add G or U to your mana pool. Counts as a Forest and an Island.	LAN	R	•••••	JMy	A,B,U,R
Tundra	T: Add U or W to your mana pool. Counts as an Island and a Plains.	LAN	R	•••••	JMy	A,B,U,R
Underground River	T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.	LAN	R	••••	Nth	IA
Underground Sea	T: Add B or U to your mana pool. Counts as a Swamp and an Island.	LAN	R	•••••	RAl	A,B,U,R
Undiscovered Paradise	T: Add one mana of any color to your mana poo./ At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.	LAN	R	•••	DOC	VS
Unholy Citadel	All your black legends may band with other legends.	LAN	U	•	MPo	LG
Urborg	T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.	LL	U	••	BWa	LG
Urza's Mine	T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	AMa	AQ,CH
Urza's Power Plant	T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	••	MTe	AQ,CH
Urza's Tower	T: Add 1 to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	••	MPo	AQ,CH
Veldt	If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.	LAN	R	••	BWa	IA
Volcanic Island	T: Add U or R to your mana pool. Counts as an Island and a Mountain.	LAN	R	•••••	BSn	B,U,R
Wizards' School	T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.	LAN	U	••	PMo	HL

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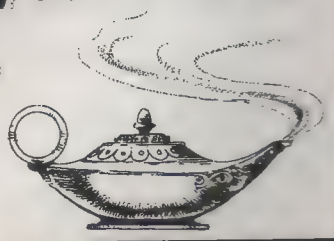

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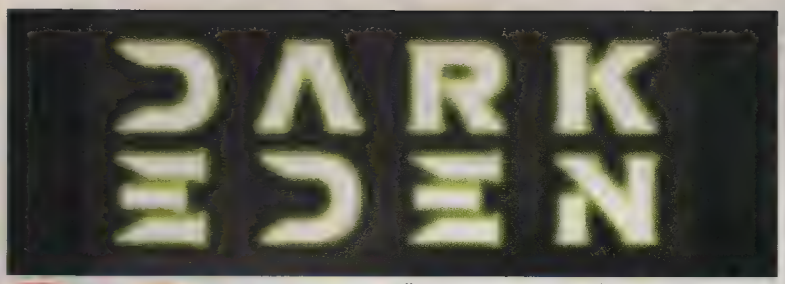

TQUEST players guide

DARK EDEN

HEARTBREAKER HOBBIES—1997

Full Set (303 cards)

COMMANDERS

Abdul IV of the Pale Sun — Cre — 16 — A, L — C1
+2 GD, 2 FD, 2 RM, 2 FL. Adjacent establishments gain +2 to CV. Abdul may play warrior cards designated as cavalry.

Ali II of the Eclipse — Cre — 16 — A, L — R1
+1 GD, 2 FD, 1 RM, 1 FL. Adjacent establishments gain +1 to CV. During balance step, Ali only spends 1 Gold Unit to gain a FD resource.

Astinou — Tem — 14 — A, L — U1
Adjacent establishments gain +2 to CV. Astinou pays half any initial cost (rounded down) when mustering warriors.

Cain Mournor — Lut — 12 — A, L — U1
+1 GD, 2 FD, 3 RM, 1 FL. Adjacent establishments gain +2 to CV. If Cain's warriors do not attack during his turn, they may raid twice.

Countess Alexandra Spetz — Son — 14 — A, L — U1
+1GD, 1 FD, 2 RM, 2 FL. Adjacent establishments gain +2 CV. May disregard one resource icon on each vehicle when balancing.

Duke Erich Von Drier — Son — 12 — A, L — C1
+1 GD, 1 FD, 2 RM, 3 FL. Adjacent establishments gain +2 CV. Your warriors may be given any equipment, regardless of affiliation.

Duke Friedrich Rauft — Son — 16 — A, L — R1
+1 GD, 1 FD, 1 RM, 2 FL. Adjacent establishments gain +1 to CV. Rauft may discard up to 2 cards during his discard step.

Elijah Cormick — Lut — 16 — A, L — R1
+1 GD, 1 FD, 2 RM, 1 FL. Adjacent establishments gain +1 CV. If this card is successfully raided, you decide which reword opponent gains.

Grand Heretic Marcus — Dar — 10 — A, L — U1
+2 GD, 2 FD, 2 RM, 2 FL. Adjacent establishments gain +3 to CV. May never play Brotherhood cathedrals or warriors. Marcus may also play cards affiliated with the Sons of Rasputin.

Hussein of the Drowned Star — Cre — 14 — A, L — U1
+2 GD, 2 FD, 1 RM, 1 FL. Adjacent establishments gain +2 to CV. Hussein may draw cards to 8 during his draw step.

Jonah Sand — Lut — 10 — A, L — C1
+2 GD, 2 FD, 2 RM, 2 FL. Adj. establishments gain +3 CV. If Jonah has any RM resources left after balancing, he may add an equal amount of gold units from the common pool to his gold reserves.

Josef Gabriel — Lut — 14 — A, L — U1
+1 GD, 2 FD, 2 RM, 1 FL. Adj. establishments gain +2 CV. You may draw an additional card during draw step for every 3 gold you spend.

Kommendant Leitheusser — Son — 10 — A, L — C1
+2 GD, 2 FD, 2 RM, 2 FL. Adjacent establishments gain +2 to CV. Leitheusser may play warrior cards designated as vehicles.

Montágne — Tem — 10 — A, L — C1
+2 GD, 2 FD, 2 RM, 2 FL. Adjacent establishments gain +2 to CV. Montágne earns 2 gold units per excess GD icon after balancing

Nepharite Ancyrite — Dar — 14 — A, L — C1
+2 GD, 2 FD, 1 RM, 1 FL. Adj. est. gain +2 CV. May never build Bro. cathedrals or warriors. All your warriors are worthy of Dark Symmetry.

Samir of the Rising Moon — Cre — 12 — A, L — C1
+2 GD, 3 FD, 1 RM, 1 FL. Adj. establishments gain +2 CV. May play vehicles affiliated with Tem, Son and Lut if allowed to play vehicles.

Serennel — Tem — 12 — A, L — U1
+3 GD, 1 FD, 1 RM, 2 FL. Adj. establishments gain +2 CV. May never build an embassy, but may build other establishments at half cost.

Verágé — Tem — 16 — L, A — R1
+2 GD, 1 FD, 1 RM, 1 FL. Adjacent establishments gain +1 to CV. All of Verágé's warriors are at +1 to their CVs when in his borderlands.

ESTABLISHMENTS

Name / Description	CV	NA	BT	IC	Rarity
Anti-Terrorism Headquarters -2 RM. While in play, you are not affected by Sabotage cards.	9	4	A, L	6	R1
Arable Land +3 FD.	9	4	A, L	1	C2
Armory -1 RM. Each time one of your equipment cards is discarded (even from your slain warriors), you may return the equipment to your hand.	7	4	A, L	3	R1
Barricade -2 RM. If you are raided by land, this establishment must be targeted first. False front may not be attached to this card. No deck limit.	5	1	L	—	U2
Bazaar +1 GD, 1 FD, 1 RM, 1 FL.	6	2	A, L	3	R1
Boot Camp -1 FD, 1 RM. Choose an affiliation when you play this card. If during your turn you perform no actions you may place a marker on this card. For each marker, all your warriors of that affiliation gain +2 to their CVs. You may only have one Boot Camp per affiliation in your turf.	11	3	A, L, S	2	U1
Butcher You may discard a cavalry warrior during your balance to gain a number of FD resources equal to the cavalry's base CV. For each excess FD, place one marker on this card. During your balance step you may use these markers for needed food, one marker per FD. Cavalry that was just mustered this turn may not be butchered.	9	4	A, L	—	U1
Crescent Musk Crescentia. -3 FD. Place underneath your commander or one of your establishments. Card cannot be raided 'til Musk is razed or discarded.	17	*	A, L	—	R1
Crescentia Embassy Embassy. While in play you may play cards with the Crescentia affiliation.	13	4	A, L	2	C1
Dark Legion Citadel Embassy. While in play you may play cards with the Dark Legion affiliation.	16	4	A, L	3	C1
Deep Mine +3 GD.	10	4	L	1	C2
Defense Center -2 RM. When your turf is raided, you may move one warrior from your warband to your borderlands, provided you first spend 3 gold units. If this warrior has the same tactic as the raiders, it will stop the raid.	10	4	A, L	3	U1
Espionage Agency -3 GD. Once per your turn, you may secretly look at the top 2 cards of any player's draw pile (replace them in the same order).	7	4	L	4	C1
Fertile Grounds +1 FD. Inconspicuous. This establishment may not be raided unless all the establishments in the same turf are also considered Inconspicuous, or all other establishments in the turf may not be raided.	12	4	L	—	C1
Garbage Dump -1 GD. While in play, for every 2 gold units you spend during your discard step, you may discard an extra card.	5	1	L	—	U1
Grainery -2 GD. Storage. During each balance step, if you have excess FD icons, place a marker on this card for each surplus FD. You may spend a marker during your balance step to gain an extra FD icon.	9	4	A, L	1	C1
Grove +1 RM. Inconspicuous. (See Fertile Grounds.)	11	4	L	—	C1
Hospital -1 RM, 1 FL. If your infantry is killed in combat or a raid, you may return the warrior to your hand, provided you also pay a number of gold units equal to the warrior's base CV. Attachments are discarded.	10	4	A, L	2	R1
Impervious Rock Formation Immobile. May be placed in any legal spot within any player's turf, but not next to a commander. It may not be raided or affected by any card in any way. Supply lines will not move through this card.	—	1	—	—	C1
Livery +1 FD, 1 FL. You may now play warrior cards designated as cavalry.	13	3	A, L	3	C2
Lutheran Triad Embassy Embassy. While in play you may play cards with the Lut. affiliation.	13	4	A, L	2	C1
Manufacturing Plant -1 RM. You may now play intrigue cards designated as Equipment.	13	4	A, L	3	C2
Methane Pump +1 FL. Inconspicuous. (See Fertile Grounds.)	12	4	L	—	C1
Minefield -1 RM. Base CV is equal to initial cost you choose to spend. No intrigue cards affect minefield. If possible, raiders must raid minefield before any card adjacent to it. Warriors who raid minefield are automatically killed after the raid (but will still raze it if their CV is higher).	X	2	L	X	U2
Mineral Deposit +1 GD. Inconspicuous. (See Fertile Grounds.)	12	4	L	—	C1
Mint -1 RM, 1 FL. Adjacent establishments produce double the number of GD icons. This modifier is factored after all others.	8	4	A, L	2	U1
Motor Pool -1 RM, 1 FL. If your vehicle is killed in combat or a raid, you may return the warrior to your hand, provided you also pay a number of gold units equal to the warrior's base CV. Attachments are discarded.	10	4	A, L	2	U1
Munitions Dump -1 RM. If you are able to play equipment cards, you may play an equipment card regardless of affiliation.	10	3	A, L	3	U1
Naval Training Center -1 FD, 1 RM. While in your turf, all your infantry warriors are considered sailors in addition to their normal tactical abilities.	13	3	A, L, S	4	R1
Notre Dame Templar. -2 GD, 2 RM, 2 FL. Unique. You may play Templar cards at any time except during combat or a raid, without any extra cost. All Templar cards require one less resource icon, which you choose for each card at the beginning of each balance step.	19	4	A, L	—	R1
Oil Field +3 FL.	9	4	A, L	1	C2
Ore Deposit +3 RM.	8	4	L	1	C2
Prefabrication Yard Son. -2 RM. You do not have to pay initial costs for establishments.	7	4	A, L	5	R1
Prisoner Work Camp Each time your infantry kills another infantry, you may place all defeated infantry in the Work Camp instead of discarding them. For each prisoner in the Camp, you gain one resource icon of your choice during each of your balance steps.	9	2	A, L	—	R1
Pulp Plant Lutheran. +3 FD.	7	4	A, L	1	C1
Purification Lab -1 GD, 1 RM. Adjacent establishments produce double the number of FL icons. This modifier is factored after all others.	8	4	A, L	2	U1
Refinery -1 GD, 1 FL.Adjacent establishments produce double the number of RM icons. This modifier is factored after all others.	8	4	A, L	2	U1
Sanctum Lutheran. -1 GD, 1 RM. Any card adjacent to the Sanctum may not be raided. If this card's neighbor allowance is ever increased, it may never be greater than 3. False front may not be attached to this card.	9	2	A, L	—	R1
Security Station -2 RM. The security station will provide a +2 bonus to the CV of any adjacent establishment or commander.	8	4	L	4	C1
Silo -2 GD. Storage. During each balance step, if you have excess RM icons, place a marker on this card for each surplus RM. You may spend a marker during your balance step to gain an extra RM icon.	9	4	A, L	1	C1
Soil Nutriture -1 RM, 1 FL. Adjacent establishments produce double the number of FD icons. This modifier is factored after all others.	8	4	A, L	2	U1
Solar Power Generator Templar. +3 FL.	9	4	A, L	1	U1
Sons of Rasputin Embassy Embassy. While in play you may play Sons of Rasputin cards.	13	4	A, L	2	C1
Steam Tunnel Sons of Rasputin. +3 FL.	11	3	L	—	U1
Storehouse -1 RM. You may store up to five cards from your hand in the Storehouse at any time by paying 2 gold units each. You may play a card from your Storehouse as you would play it from your hand.	9	4	A, L	2	R1
Tank -2 GD. During each balance step, if you have excess FL icons, place a marker on this card for each surplus FL. You may spend a marker during your balance step to gain an extra FL icon.	9	4	A, L	1	C1
Tavern -2 FD. For each Tavern in your turf, all the warriors in your borderlands gain +1 to their CVs.	6	3	L	2	C1
Templar Embassy While in play you may play cards with the Templar affiliation.	13	4	A, L	2	C1
Trading Post You may at any time remove a "surplus" marker from a card that is considered storage to gain two gold units.	10	2	A, L	—	C1
Vault -2 RM. While in your turf, no other player may affect or manipulate your gold units, unless you allow it to happen.	14	4	L	3	R1
Vehicle Works -1 RM. You may now play warrior cards designated as vehicles.	13	4	A, L	3	C2
Veterinary Hospital -1 RM, 1 FL. If your cavalry is killed in combat or a raid, you may return the warrior to your hand, provided you also pay a number of gold units equal to the warrior's base CV. Attachments are discarded.	10	4	A, L	2	R1
War Room -1 RM, 1 FL. No other player may look at, affect or manipulate your hand, draw pile or discard pile, unless you allow it to happen.	14	4	L	3	R1
Watch Tower -3 RM. When you are raided, after the raiders are announced, you may make an immediate attack against any one member of the rioting force, before the raid begins. The attacker must be from your warband, and must attack using the same tactic as the raid.	9	4	L	2	U2
Weapons Factory -1 RM. If you are able to play equipment cards, you do not have to pay any initial cost for them.	10	3	A, L	3	R1

INTRIGUES

Ambush — Discard — U1
Play during combat in which a warrior in your warband is the defender. You immediately form a defense group which includes your defender. After the group has formed, continue with the combat.

Amphibious Landing — Annihilate — U1
Initial Cost: 3. Play during your turn. All warriors in your warband are considered sailors until the beginning of your next turn.

Anti-Aircraft Gun — Attach — U2
-2 RM. +4 CV. Equipment. Give to your non-flyer infantry. The affected warrior may prevent raids by air and be attacked by air, but may not attack or raid by air. If the warrior becomes a flyer, discard this card.

Armored Harness — Attach — C1
Initial Cost: 1. -1 RM. Equipment. Armor. Give to your cavalry. The warrior gains +2 to its CV during combat (but not during a raid).

Arson — Annihilate — U1
Sabotage. Play if you have a subversive in another player's dominion. You may discard any one establishment in the subversive's turf.

Asian Skull — Attach — R1
Initial Cost: 10. Unique. You must have an Island Team member or Harding's Influence to play. Attach to your commander after you raze an establishment. You may only play one Skull per turn. Commander gains +4 CV. If you have all four Skulls in play, you win the game.

A Small Victory — Annihilate — R2
Play immediately after your warrior or group kills another in combat. You gain a number of victory points equal to the base CV of one of the killed opponents. You must skip your next attack and raid steps.

Assassination — Annihilate — U1
Sabotage. Play during your perform actions step if you have a subversive in another player's dominion. You may annihilate any one warrior in the same dominion as the subversive.

Back from the Brink — Annihilate — R1
Play during your turn. If you perform no actions, attack or raid this turn you may return a card from your annihilated pile to your hand.

Bait and Switch — Annihilate — R1
Play at any time. You may switch your gold reserve with any other player's. Annihilate the top 2 cards of your draw pile.

Battering Ram — Attach — U1
-2 RM. Give to your infantry. When this warrior is a raider, the base CV of all the raiders is doubled. Annihilate this card after the raid is resolved. None of the raiders may use weapons while using the Ram.

Behold the Future Possibilities — Attach — R1
Crescentia. Prophecy. While in play, all your opponents must keep their hands face-up on the table, for all to see. You must pay 4 gold units at the beginning of each of your turns to keep this card in play.

Berserk — Annihilate — U2
Play on any warrior during combat or a raid. The warrior's base CV is doubled until the end of the conflict.

The Best Laid Plans — Annihilate — U1
Play during your turn. You may search through your draw pile and place any one card from there into your hand. Annihilate the top 2 cards of your draw pile afterward.

The Blessing — Discard — R1
Lutheran Triad. Ritual. Until the beginning of your next turn, the base, CV of all your establishments and your commander card is doubled.

Blessing, or Curse? — Attach — C1
Attach to any warrior during your turn. The affected warrior may not have any attachments except this one. Any attachments on the warrior before this card was played are discarded.

Blitz — Annihilate — U1
Play during your turn. All your warriors may raid twice this turn.

Bloodlust — Discard — C1
Play after a combat in which your infantry won. The warrior may leave the loser unharmed and instead attack another warrior in the same warband/borderlands at +6 to its CV.

Brethren Unite — Attach — C2
Attach to your attack group at any time. All members of the group gain +1 to their CVs. This card is discarded when the group disbands.

Bribe — Discard — R1
Play when you are attacked or raided. You may pay the base CV of any opposing infantry to prevent it from participating in the conflict. You may bribe more than one warrior. If you bribe all the opposing participants, the attack/raid ends. Dark Legion warriors are immune.

Brick by Brick — Discard — R1
Play immediately after you successfully raze an establishment. Instead of holding the establishment for VPs, you may place it in a legal spot in your turf, as if you built it.

Bumper Crop! — Annihilate — C1
Play during your balance step. All your cards which produce food icons produce double the number of food icons this turn.

The Calling — Attach — U1
Lut. Play on your warrior any time. Warrior is considered a Patriarch.

Call to Arms — Discard — C2
Attach to your defense group at any time. All members of the group gain +2 to their CVs. This card is discarded when the group disbands.

Camouflage — Discard — R2
Play during your raid step. Your raiders may sneak past any one warrior or defense group in the borderlands. That warrior or group may not prevent the raid.

The Changeling — Discard — C1
Lutheran Triad. Ritual. Until the beginning of your next turn, all your Lutheran Triad warriors are considered troopers, sailors and flyers.

Charge — Annihilate — U1
Play on your cavalry or vehicle not in a group during combat or a raid. The warrior's CV is tripled until the combat or raid is over.

Coastline — Attach — U2
Play on any establishment with at least one vulnerable edge at any time. The establishment is considered on the coastline and may be raided by sea. If the establishment's NA is 4, it becomes 3.

Combined Arms — Attach — U1
Use only in a team game. Attach to your commander at any time. While attached, you and your teammates may transfer warriors to your teammates' warbands and borderlands.

Combined Funds — Attach — U1
Use only in a team game. Attach to your commander at any time. While attached, you and your teammates may freely exchange the markers in your gold reserves at any time.

Confusion — Discard — R2
Play on any attack or defense group at any time. The group disbands.

Connections — Attach — C1
Attach to your commander at any time. During your balance step, you only need to pay one gold unit to gain a needed FD, RM or FL icon.

Contaminate Water Supply — Annihilate — R1
Sabotage. Play during your perform actions step if you have a subversive in another player's dominion. Opponent must discard half of his or her warriors (rounded down). The subversive must remain.

The Conviction — Annihilate — U1
Lut. Ritual. Until the beginning of your next turn, the CV of one of your Lut. warriors is tripled. This modifier is applied after all others. The affected warrior is discarded at the beginning of your next turn.

The Cost of War — Attach — C1
Initial cost: 4. Attach this card to any commander during your turn. While attached, the player must draw one less card during his or her draw step each turn. Multiple copies are cumulative.

Countdown — Attach — R1
Play at the end of your turn. Place 7 markers on this card. At the start of each of your draw steps, remove one marker. When all markers are removed, the game ends and the player with the most VPs wins.

Cut Off — Annihilate — C1
Play during a raid. Remove one of the warriors from the raid.

Dark Blessing — Attach — C1
Dark Legion. Play on your warrior (any affiliation) at any time. The warrior is now considered worthy of dark symmetry.

Death from Above — Annihilate — U1
Initial Cost: 3. Play during your turn. All the warriors in your warband are considered flyers until the beginning of your next turn.

Defensive Perimeter — Attach — R2
CV x2. Attach to any establishment during your turn. While attached, the base CV of the establishment is doubled.

The Defiance — Discard — C1
Lut. Ritual. Until the beginning of your next turn, all your Lutheran warriors double their CVs when defending.

Demolition Plans — Annihilate — R1
Initial Cost: 3. Play after your establishment is razed. Your opponent earns no VPs and your establishment is discarded.

Denied — Discard — C1
Play at any time. You may discard any one attachment in play.

Desperate Actions — Annihilate — R1
You may return one of your razed establishment cards to its owner (who discards it) and gain twice its base CV in gold units, which are added to your reserves.

Dishonorable Discharge — Annihilate — R1
Play at any time on any warrior in play, except during combat or a raid. You must pay X gold units, where X is the base CV of the affected warrior. The warrior is discarded, along with its attachments.

Double-Barreled Shotgun — Attach — C2
Give to your infantry. A warrior equipped with the shotgun gains +1 to CV and may attack an extra time per turn.

Driving Winds — Annihilate — R1
Play during any attack or raid by air. The attack/raid immediately ends in an unbreakable tie. Plus, no further attacks or raids by air may take place until the beginning of the current player's next turn.

Drought — Attach — C1
-3 FD. Attach to any player's dominion during your turn. During that player's next balance step this card must be "paid for" before other cards can be balanced. After the balance step, this card is annihilated.

Earthshock — Attach — U1
Dar. Dark symmetry. Bestow on your infantry. Once per turn, you move one of your establishments to another legal location in your turf.

Economic Planning — Attach — C1
Attach to your commander at any time. While attached you may choose to perform no actions this turn and gain 5 gold units instead.

Efficiency — Attach — C1
Attach to any establishment or commander card during your turn. While attached, the card provides you with one extra resource icon.

Efficient Use of Space — Attach — C1
Attach to your establishment during your turn. The affected establishment's neighbor allowance is +2. If this card is discarded, the affected player must discard establishments until neighbor allowances are met.

Equalize — Annihilate — U1
Play on one warrior during combat. The affected warrior now has the same base CV as one of its opponents until the end of combat.

Eureka! — Annihilate — C1
Play during your balance step. All your cards which produce gold icons produce double the number of gold icons this turn.

European Skull — Attach — R1
Initial Cost: 10. Unique. You must have an Island Team member or Harding's Influence to play. Attach to your commander after you raze an establishment. You may only play one Skull per turn. Commander gains +4 CV. If you have all four Skulls in play, you win the game.

Faithlessness — Attach — U1
Attach to any Patriarch during your turn. While attached, the affected warrior may not perform the perform Lutheran Ritual action.

Fall Back! — Annihilate — R1
Play during your raid. The raid immediately ends.

False Front — Attach — R2
Attach to any establishment during your turn. While attached, the affected establishment may not be raided.

False Prophet — Attach — U1
Attach to any prophet during your turn. While attached, the affected warrior may not perform the Invoke Crescention Prophecy action.

Faulty Map — Annihilate — R1
Play during any raid, after raiders are announced. Choose any other legal target for that raiding party. The party will not raid its own turf.

Fervor — Discard — C1
Play immediately after any combat. The victorious warrior must immediately attack again (if possible).

First Things First — Annihilate — R2
You may perform your balance step before your actions step this turn.

Fist of Judah — Attach — C2
-1 FL. Equipment. Give to your infantry. It gains +3 to CV. If a combat involving the warrior ends in a tie, the warrior still wins.

Fix the Books — Discard — U2
Play during any player's balance step. All of that player's cards are considered balanced until the beginning of your next turn. However, the player may not add excess gold to his or her reserves.

Flammen Incinerator — Attach — U2
-2 FL. Son. +3 CV. Give to your infantry. Opponents defeated in combat by the bearer are annihilated instead of discarded.

Focus Inward — Annihilate — R1
Play at any time. Annihilate a card from your hand. No player may perform raid actions until the beginning of your next turn. If played during a raid, it ends in an unbreakable tie. Attacks may still occur.

Food Shortage — Discard — R2
Play at any time, except during combat or a raid. No cavalry may attack, raid, join attack or defense groups or transfer until the beginning of your next turn. Cavalry already in groups do not add CV.

Fortified Walls — Attach — C1
-2 RM. Initial cost: 4. Equipment. Give to your establishment or commander. The affected card gains +4 to its CV.

Fortune or Folly — Annihilate — C1
Play on any warrior, establishment or commander at any time. The card is at +2 to CV, or -2 to CV, until the beginning of your next turn.

Fresh Start — Annihilate — R1
Play at any time. All players must discard their hands. Each player shuffles their discard pile back into their draw pile and draws seven cards to form a new hand. After you draw your hand, you must annihilate the top card of your new draw pile.

Fuel Shortage — Discard — R2
Play at any time, except during combat or a raid. No vehicles may attack, raid, join attack or defense groups or transfer until the beginning of your next turn. Vehicles already in groups do not add CV.

Fuel Spill — Attach — C1
-3 FL. Attach to any player's dominion during your turn. During that player's next balance step this card must be "paid for" before other cards can be balanced. After the balance step, this card is annihilated.

Fumble — Annihilate — U2
Play during combat or a raid. One warrior's base CV is halved (round down) until the end of the combat or raid.

Grenade — Attach — R2
-2 RM. Play on your infantry. During combat or a raid, the bearer may annihilate the grenade to triple its CV.

Gusher! — Annihilate — C1
Play during your balance step. All your cards which produce fuel icons produce double the number of fuel icons this turn.

Hang Glider — Attach — C1
-1 RM. Initial cost: 1. Equipment. Give to your infantry. The affected warrior is now considered a flyer.

Harding's Influence — Attach — R1
+2 of each. Initial cost: 10. Attach to your commander at any time. You may play cards of any affiliation. Once per your turn, you may pay 10 gold units to take any Skull in play and attach it to your commander card. If this card is discarded, all your Skulls are discarded as well, and your gold reserves is returned to the common pool. You may only have one copy of this card attached to your commander.

Heavy Maintenance — Attach — C1
-3 RM. Attach to any player's dominion during your turn. During that player's next balance step this card must be "paid for" before other cards can be balanced. After the balance step, this card is annihilated.

Aff Affiliation | Brm Brotherhood | BT Battle Tactics | Cre Crescentia | CV Combat Value | Dar Dark Legion | FD Food | FL Fuel | GD Gold | IC Initial Cost | Lut Lutheran Triad | Meg Megacorp | NA Neighbor Allowance | RM Raid Maneuvers | Son Sons of Rasputin | Tem Templar | VP Victory Points

players guide

Name Description	Type	Rarity
Hellblaster Dark Legion. -1 RM, 1 FL.Initial cost: 2. Equipment. Weapon. Give to your vehicle. Warrior gains +5 to CV and wins ties.	Attach	U1
Hidden Riches Play at any time. Add 5 gold units to your gold reserves.	Discard	C1
The Howling is Upon Us Crescentia. Prophecy. While in play, all your crescentia cavalry double their base CVs. Annihilate this card at the beginning of your next turn.	Attach	U1
Human Shield Play after your warrior defeats another in combat. The loser becomes attached to your warrior (the opponent's attachments are discarded) and its CV is added to your warrior's when your warrior is attacked	Annihilate	R1
Hypersight Dark Legion. Dark Symmetry. Bestow on your infantry. Whenever this warrior is involved in combat or a raid, its opponent's controller must reveal his or her hand for all to see until the conflict is over.	Attach	U1
I'll Take That Play when a card is about to be discarded. It returns to its owner's hand instead. Any attachments on the card are discarded as normal.	Annihilate	C1
Illumination Play at any time. All players, except you, must place their hands face-up on the table, for all to see, until the beginning of your next turn.	Annihilate	R1
Immobilized Play on any warrior after it is killed. The warrior is not discarded. It may not attack, be attacked, join a group or raiding force, prevent a raid, use a special ability or receive attachments. It just consumes resources until this card is discarded, at which point it is discarded too.	Attach	R1
Inefficiency Attach to any establishment card during your turn. While attached, the establishment requires one extra resource icon of your choice.	Attach	C1
Infiltration Play during your raid, before the target is announced. You may target any establishment card, even if it has no vulnerable edges. You may even target a commander in a turf that still has establishments in it.	Annihilate	R2
Ironshark -1 FL. Initial cost: 1. Play on your infantry. Target is now a sailor.	Attach	C1
I Thought You Were Watching It Play on any cavalry at any time and pay as many gold units as its base CV. The beast wanders off! Discard the warrior.	Annihilate	U1
Just in Time Play during a raid in which your establishment or commander is the target. You may move one warrior from your warband to your borderlands that is able to combat in the chosen raid tactic That warrior does not prevent the raid, but it adds its CV to your establishment/commander. If you lose the conflict, the warrior is killed.	Discard	R2
Larceny Sabotage. Play during your perform actions step if you have a subversive in another player's dominion. You may take the gold reserves of the player that controls the subversive and add it to your own.	Annihilate	R1
Lost Potential Play at any time. You may look at any one player's hand. For every 3 gold units you spend, you may discard one of the cards. For every 6 gold units your spend, you may annihilate one of the cards.	Annihilate	R1
Malevolence Attach to your warrior during your turn. One opponent per attack killed by this warrior in combat are annihilated instead of discarded. If this warrior is part of an attack group, this ability may still be used.	Attach	C1
Mastermind Coup D'Etat Sabotage. Subversive's commander is flipped face-down and may not provide resources or use its special ability. Commander may spend 10 gold to flip face-up. Play on a commander only once per game.	Annihilate	U1
Melancholy Attach to any commander during your turn, provided you perform no other actions, attack or raid. Commander may not use the special abilities listed on its card. Resource icons may be used as normal.	Attach	R1
Memorium Play after your warrior is killed in combat or a raid. Gain gold units equal to the warrior's modified CV at the time of its death.	Discard	R1
Mercenary Attach to any warrior during your turn. The affected warrior requires +X GD icons, where X is the base CV of the warrior.	Attach	R2
Militia Initial cost: X. Attach to your establishment during your turn. The CV of the establishment is increased by +X.	Attach	C1
Misappropriation Play at any time. Target player must immediately perform a balance step, as if it were that point in his or her turn.	Annihilate	U1
Motivated Troops Play during your turn. All your warriors may attack twice this turn.	Annihilate	U1
Mounted Spikes -1 RM. Initial cost: 1. Equipment. Armor. Give to your vehicle. The warrior gains +2 to its CV.	Attach	C1
Necrobionic Mutation Dar. Dark Symmetry. Bestow on your infantry or cavalry. Warrior is inexplicably altered. It is now considered a trooper, sailor and flyer.	Attach	C1
Necrobionic Torrent Dark Legion. Dark Symmetry. Bestow on your warrior. If the affected warrior is killed in combat, one opposing warrior is killed as well.	Attach	R1
Never Again Play at any time. You may look through any player's discard pile and annihilate two cards, then annihilate the top card of your draw pile.	Annihilate	R2
North American Skull Initial Cost: 10. Unique. You must have an Island Team member or Harding's Influence to play. Attach to your commander after you raze an establishment. You may only play one Skull per turn. Commander gains +4 CV. If you have all four Skulls in play, you win the game.	Attach	R1
Nothing to Lose Play on your warrior during your perform actions step. The affected warrior may not be killed until the beginning of your next turn.	Annihilate	R2
Not so Fast Play on any warrior at any time. The affected warrior must annihilate all of its attachments.	Discard	C1
Onslaught Play during your raid step, when raiders are announced. Members of your borderlands may also participate in the raid.	Annihilate	U2
On Your Own Play at any time on any warrior. That warrior is now considered solitary. If played on a warrior in a group, it leaves the group.	Attach	R1
Our Enemy's Weakness is Exposed Crescentia. Prophecy. While in play, opposing warriors do not gain any positive modifiers from any cards when they are attacked by your warriors. Negative modifiers are still applied.	Attach	R1
Our True Enemy is Revealed Cre. Prophecy. Choose any non-Cre. affiliation. While in play, your warriors gain +2 CV whenever combating warriors of that affiliation.	Attach	R1
Our Will is Beyond Measure Cre. Prophecy. You may increase your Cre. warrior's CV by +2 for every gold unit you spend during combat or a raid.Each gold unit only affects 1 warrior. Warrior's CV returns to normal after conflict is over.	Attach	U1
Overtime Play during your balance step. Your commander card produces double the number of resource icons this turn.	Discard	R2
Pacified Play during any player's turn, before his or her attack step. The player may not take his or her attack or raid step this turn (your choice).	Annihilate	R1
Payment Up Front Attach to a commander at any time. All the commander's cards have an initial cost of +1. Multiple copies of this card are not cumulative.	Attach	C1
Peacetime Play at any time. No player may perform attacks until the beginning of your next turn. If this card is played during combat, the combat ends in an unbreakable tie. Raids may still occur.	Discard	R1
Personal Transport Initial cost: 1. Give to your infantry. Affected warrior may be transferred at the end of your turn, after your raid step.	Attach	C1
Plague Play at any time. All warriors in play are discarded.	Annihilate	R1
Potential Play during combat or a raid. For every gold unit you spend, one warrior card or raid target gains +1 CV until the conflict is over.	Discard	C1
Prophetic Vision Cre. Play on your warrior at any time. Target is considered a prophet.	Attach	U1
Prosperity Attach to your commander at any time. You may draw 1 additional card during your draw step each turn. Multiple copies of this card in play are cumulative. If this card is discarded, it is annihilated instead.	Attach	R1
The Protection Lut. Ritual. Until the beginning of your next turn, all your Lut. warriors may not be killed when attacking or raiding.	Discard	U1
Pyrite -3 GD. Attach to any player's dominion during your turn. During that player's next balance step this card must be "paid for" before other cards can be balanced. After the balance step, this card is annihilated.	Attach	C1
Rampage! Play on opponent's cavalry at any time, except during combat or a raid. Choose a legal defender in the same warband or borderlands as the cavalry and defender conduct combat normally. You control the cavalry until combat ends. May not be played on a warrior in a group.	Discard	U1
Reconstruction Play during your turn. You may reorganize all the establishments in your turf in any way you wish. Your new layout must be legal, and all cards attached to your establishments remain attached and continue to affect your turf. You may not move any cards designated as immobile.	Annihilate	R1
Recycle Play during your turn. You may search through your discard pile and return one card to your hand. After you do this, you must annihilate the top 2 cards of your draw pile (do not look at them).	Annihilate	U1
Retreat Play during combat on any warrior. If played on an opponent's warrior, you must pay X gold units, where X is the base CV of the warrior. The affected warrior retreats to its controller's hand. If the warrior is part of a group, the rest of the group is unaffected.	Discard	U1
Rich Deposit! Play during your balance step. All your cards which produce raw materials icons produce double the number of raw materials icons this turn.	Annihilate	C1
Robbed Blind Play at any time on any player. That player's gold reserves are returned to the central marker pool.	Annihilate	U1
Rough Seas Play during any attack or raid by sea. The attack/raid immediately ends in an unbreakable tie. Plus, no further attacks or raids by sea may take place until the beginning of the current player's next turn.	Annihilate	R1
The Sacrifice Lut. Ritual. Until the beginning of your next turn, all your Lut. warriors gain +X CV when they raid. You must sacrifice any one of your Lut. warriors in play, and X is the base CV of the sacrificed warrior.	Discard	U1
Salvage Play after you kill a vehicle. Take the warrior card and place a number of markers equal to its base CV on it (place to the side). During your balance step, you may use markers to pay for required raw materials. After you have used all the markers, the warrior is discarded.	Annihilate	R1
Scorched Earth Immobile. Play immediately after you raze any establishment. Place this card in the spot the establishment occupied. While in play, no other establishment may occupy this space.	Attach	R1
Share the Wealth Attach to the game at any time. While attached, no player may have more than 10 gold units in his or her reserves.	Attach	R1
Shield Attach to any attachment in play. The affected attachment may not be discarded or annihilated unless this card is discarded or annihilated first.	Attach	C1
Shrieking Frenzy Dark Legion. Dark Symmetry. Bestow on your infantry. Whenever the affected warrior is a raider, its modified CV is doubled.	Attach	C1
Sneaky Coward Attach to any warrior in play during your turn. While attached, the affected warrior may not attack, join an attack or defense group or join a raiding force. If attacked, it defends normally.	Attach	U1
Solidarity Attach to your attack group. The affected group does not have to disband right away. After raiding it becomes a normal defense group.	Attach	C1
Soul Siphon Dark Legion. Dark Symmetry. For each opponent this warrior kills in combat, place a marker on it. Each marker provides an additional +2 CV. Markers are not earned if this warrior was part of a group.	Attach	R1
South American Skull Initial Cost: 10. Unique. You must have an Island Team member or Harding's Influence to play. Attach to your commander after you raze an establishment. You may only play one Skull per turn. Commander gains +4 CV. If you have all four Skulls in play, you win the game.	Attach	R1
Strafe Attack Play during your turn on your vehicle flyer. The warrior may attack and raid by land this turn. If during combat the defender is not a flyer and wins the combat, assume the result is an unbreakable tie.	Discard	U1
Subversive You must have an Espionage Agency in your turf to play this card. Attach this card to any opponent's infantry at any time. The warrior is now your spy (it is still controlled by the opponent).	Attach	C1
Suffer the Consequences Attach to your commander at any time. While attached, for every 3 gold units you spend, you may annihilate any one attachment in play. Annihilate the top card of your deck for each one you annihilate.	Attach	R1
Summit Meeting Use only in a team game. Play at any time. You and your teammates may leave the table and trade the cards in your hands amongst yourselves. A player may return with any number of cards in his or her hand. Each team member may only play this card once per game.	Annihilate	R1
Survival of the Fittest Play during combat or a raid. Cards attached to warriors have no effect during this conflict. Modifiers from non-attachments are still valid.	Discard	U1
Tactical Superiority Play during combat or a raid. Warrior or raid target gains +3 CV.	Discard	C2
Task Force Use only in a team game. Play at any time. You may immediately move any number of warriors from your dominion to your teammate's dominion. They are now all controlled by your teammate.	Annihilate	R1
Terrorism Play at any time. Pay gold equal to the base CV of target establishment. The affected establishment is discarded. No VPs are earned.	Annihilate	R1
Think Again! Play immediately after any intrigue card has been played. The intrigue is ineffective and is discarded. Any gold spent to play the card is lost.	Annihilate	C1
Torrential Downpour Play during any attack or raid by land. The attack/raid immediately ends in an unbreakable tie. Plus, no further attacks or raids by land may take place until the beginning of the current player's next turn.	Annihilate	R1
Toxic Leak Attach to any establishment that produces RM or FL icons during your turn. While attached, all cards adjacent to the establishment produce -1 FD icon, if applicable. A card may not produce less than 0 icons.	Attach	R2
Traitor Play during a raid. A raider's CV is added to the target's total instead of its allies. If the raiders win the traitor is discarded. If they lose, the traitor is added to the target's borderlands under that player's control.	Discard	U1
Transfer Orders Play on any warrior at any time. You may transfer the warrior to its warband or borderlands. This can be played to prevent a raid from occurring, but not after raiders are announced.	Discard	U2

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Name / Description	Type	Rarity
The Trembling	Discard	U1
Lut. Ritual. You may move any one establishment card to any other legal location within the same turf. This effect is permanent.		
Unholy Hunger	Attach	U1
Dark Legion. Dark symmetry. Bestow on your cavalry. Affected warrior eats any one warrior it kills in combat (except vehicles), and the victim is annihilated instead of discarded.		
Upper Hand	Annihilate	U1
Play at any time. Transfer an equipment card from any warrior to any other warrior. Recipient must be able to have equipment.		
Valpurgious Arrives!	Attach	R1
Initial cost: 10. Unique. Attach to your commander at any time. While in play, you may play cards with the Dark Legion affiliation, all your warriors are considered worthy of Dark Symmetry, and only you may have Harding's Influence in play. You may ignore one resource icon on each of your Dark Legion warriors during each balance step.		
Venom Sack	Attach	U1
Dark Legion. Dark symmetry. Bestow on your cavalry. The affected warrior gains +4 to its CV and wins ties.		
Visionary Decomposition	Attach	R1
Dark Legion. Dark symmetry. Bestow on your infantry. At any time this warrior may become an exact copy of a target warrior, excluding all attachments. Once chosen the warrior may not switch back.		
Walking Tall	Attach	C1
Target warrior may use up to two weapons during combat.		
We Have to Eat!	Annihilate	R2
Play immediately after you kill a non-vehicle warrior in combat. Take the warrior card and place a number of markers equal to its base CV on it (place it to the side). During your balance step, you may use these markers to "pay" for required food icons. After you have used all the markers, the warrior is placed in its owner's discard pile.		
Whew!	Annihilate	U1
Play immediately after your warrior or group lost in combat. The combat is actually an unbreakable tie. There is no winner or loser.		
Winds of Change	Annihilate	R1
Use only in a team game. Play at any time. The direction of play reverses. This does not allow a player to take two turns in a row.		
Work Stoppage	Annihilate	U1
Play during your turn on any card with blue resource icons. The blue icons on the affected card may not be used until the beginning of your next turn. The affected player must still pay for red icons on the card.		
Wrench in the Works	Annihilate	U1
Sabotage. Flip any one establishment in the subversive turf face-down. It may not be raided or affected in any way by any card. It does not provide any special abilities or resources, but it also does not use any resources. A supply line will still move through it.		
Writ of Inquisitor Benedictus	Attach	R1
Initial cost: 5. Attach to your commander at any time. While in play, you may muster Island Team Members.		

WARRIORS

Name / Description	Aff	CV	BT	IC	Rarity
Blitztank	Son	12	L	3	R1
-1 RM, 2 FL. Vehicle. Solitary. The Blitztank may only be attacked by another vehicle or an attack group. Individual infantry or cavalry may not attack it. It may attack individual infantry and cavalry as normal.					
Brotherbound Sergeant	Cre	2	L	1	C1
-1 FD. Infantry. The Brotherbound Sergeant gains +1 to its CV for each Brotherbound Trooper in the same warband or borderlands.					
Brotherbound Trooper	Cre	1	L	—	C2
-1 FD. The Brotherbound Trooper gains +2 to its CV when in an attack group with at least one cavalry. No deck limit.					
Cavalier	Lut	6	L	—	C1
-1 FD. Cavalry. Cavaliers gain +1 to their CVs for each additional Cavalier in the same warband or borderlands. They will not affect their own CVs. They are never affected by negative modifiers to their CVs.					
Conscript	—	3	L	1	C2
-1 FD. Infantry. No deck limit.					
Corarius Transport	Son	8	A	—	U1
-1 RM, 1 FL. Vehicle. The Corarius may not attack, but will defend and raid normally. A raid composed of just Corarius Transports and Jaeger Commandos may raid by land, sea or air, and may target any establishment or commander card, even if the card has no vulnerable edges.					
Corsair	Lut	3	L	—	U1
-1 FD. Infantry. You must be able to play equipment to play this vard. CV is doubled when attacking. Its CV is not affected when raiding. It may never be given weapons or armor.					
Cossack	Son	5	L	—	C1
-2 FD. Cavalry. If you form an attack or defense group of just Cossacks, all the Cossacks in the group gain +1 to their CVs.					
Cossack Kommendant	Son	6	L	2	C1
-2 FD. Cavalry. The Kommendant gains +1 to its CV for each Cossack in the same warband or borderlands.					
Cossack Scout	Son	4	L	—	R1
-2 FD. Cavalry. Considered a Cossack. Cossack Scouts in your borderlands will prevent raids by land, sea and air. They may only join attack or defense groups with other Cossack Scouts.					
Crescentian Twotusk	Cre	9	L	—	U2
-3 FD. Cavalry.					
Eclipse Mammoth	Cre	5	L	—	C1
-1 FD. Cavalry.					
Ezoghoul	11	L	2	R1	
Dark Legion. -3 FD. Cavalry. Solitary. Worthy of Dark Symmetry. May not be given weapons or armor.					
Flammen Soldat	Son	4	L	—	R1
-1 FD, 1 FL. Infantry. Considered a Soldat. In order to play this card, you must have a card in your turf that allows you to play equipment. When the Soldat attacks, its base CV is doubled. Its CV is normal when it raids or is attacked. May not be given weapons.					
Fusilier	Lut	2	L	—	U1
-1 FD. Infantry. If you form an attack or defense group of just Fusiliers, each Fusilier in the group gains +2 to its CV.					
Gendarme	Tem	4	L	2	U1
-1 FD. Infantry. The Gendarme gains +2 to its CV for each additional Gendarme in the same warband or borderlands.					
Gendarme Bestal	Tem	6	L	3	R1
-2 FD. Infantry. Considered a Gendarme. Gendarme bestals may only form attack or defense groups with other Gendarme bestals.					
Gomorrian Emasculator	Dar	9	L	—	R2
Infantry. Worthy of Dark Symmetry. If only Emasculators participate in a raid, they may raid twice. The first against any legal establishment, and if successful, the second against any card adjacent to the first raid target. They may raid a commander if it is adjacent to the first target.					
Greymourn Trenchartillery	Lut	4	L	U1	
-1 FD. Infantry. In order to play this card, you must have a card in your turf that allows you to play equipment. When in the borderlands, the Greymourn will stop all raids. They may be attacked by sea or by air, but may only attack and raid by land. May never have weapons.					
Grimgrind Airvessel	Lut	7	A	2	U1
-2 FL. Vehicle. The Grimgrind may only reside in your warbond.					
Grinder	Bro	4	A, L, S	5	U1
Unique. -1 FD. Infantry. Island Team. May attack four times per turn, but may never raid. He may never be given weapons or armor.					
Heavy Cavalier	Lut	8	L	—	U2
-2 FD. Cavalry. Cavalier. Gains +1 to CV for each additional Cavalier in the same warband or borderlands. They will not affect their own CVs. They are never affected by negative modifiers to their CVs.					
Holy Urox	Cre	11	L	—	U2
-3 FD. Cavalry. Solitary. The Holy Urox may either attack or raid during a single turn. It may not do both.					
Horde Centurion	Tem	3	L	1	C1
-1 FD, 1 RM. Infantry. The Horde Centurion gains +2 to its CV for each Horde Trooper in the same warzone or borderlands.					
Horde Trooper	Tem	3	L	—	C2
-1 FD. Infantry. Infantry in combat against a Horde Trooper is at -1 to its CV. If the infantry encounters a group of troopers, only one trooper gives this modification. It may never have armor.					
Indigo	Tem	3	L	5	U1
-1 FD, 1 RM. Unique. Infantry. Island Team member. Gains +6 to her CV when she attacks. May never be given weapons.					
Jaeger Commando	Son	3	A, L	—	U1
-1 FD. Infantry. In order to play this card, you must have a card in your turf that allows you to play equipment. If the Jaeger attacks by air, it may not raid by air during the same turn.					
Jihad Infantry Trooper	Cre	3	L	—	U1
-1 FD. Infantry. The Jihad Trooper gains +2 to its CV for each Crescentian cavalry in the same warband or borderlands.					
Kommendant	Son	3	L	1	C1
-1 FD. Infantry. The Kommendant gains +1 to its CV for each Soldat in the same warband or borderlands.					
Lutheran Disciple	Lut	2	L	—	C2
-1 FD. Infantry. No deck limit.					
Lutheran Sergeant	Lut	3	L	1	C1
-1 FD. Infantry. Lutheran Sergeants gain +1 to their CVs for each Lutheran Disciple in the same warband or borderlands.					
Marine Serett	Tem	7	S	—	U2
-2 FD. Cavalry. The Marine Serett gains +1 to its CV for each Templar Marine in the same warband or borderlands.					
Martyr	Cre	9	L	—	U1
-1 FD, 1 RM. Infantry. Solitary. Will only attack cavalry, and may not take part in a raid unless the target is a Crescent Musk. After it attacks or raids, it will become annihilated. If it is attacked, its base CV is 2. If defeated, it will also be annihilated, plus its opponent will be killed.					
Mastodont	Cre	7	L	—	C1
-2 FD. Cavalry. Will never attack other Crescentia warriors.					
Mastodont Handler	Cre	2	L	—	R1
-1 FD. Infantry. If right-side-up, and at any time, Handler may transfer one cavalry in the same warband/borderlands to the borderlands/warband. Turn the Handler upside-down. It flips right-side-up at the beginning of your next turn.					
Mitch Hunter	Meg	6	A, L, S	5	U1
-1 FD. Initial cost: 5. Unique. Infantry. Island Team member. May never be given weapons.					
Nassal	Dar	3	L	—	C1
-1 FD. Infantry. Worthy of Dark Symmetry.					
Palanquin Airvessel	Lut	5	A	—	R1
-2 FL. Vehicle. May never participate in an attack or a raid. Prevents raids by land, sea and air when in borderlands. If in a group with a Patriarch, all warriors in same warband/borderlands gain +1 to CV.					
Patriarch	Lut	2	L	—	C1
-1 FD. Infantry. Opponents may only attack Patriarch if it is the only warrior in the warband/borderlands or is a member of the only group.					
Phische	Dar	9	L, S	2	C1
-2 FD. Cavalry. Worthy of Dark Symmetry.					
Predatorian	Tem	8	L	—	C1
-2 FD. Cavalry. Solitary. If a Predatorian resides in your borderlands, your turf may not be raided, not even by sea or by air.					
Pretorian Stalker	Dar	8	L	2	R1
-1 FD, 1RM. Infantry. May only form an attack or defense group with one other Pretorian Stalker. It may not be given weapons or armor.					
Prophet	Cre	2	L	—	C1
-1 FD. Infantry. The Prophet may perform the Invoke Crescentian Prophecy action. Opponents may only attack the Prophet if it is the only warrior in the warband/borderlands (or is a member of the only group).					
Razide	Dar	6	L	—	R2
-2 RM. Infantry. Worthy of Dark Symmetry. Only other Dark Legion-affiliated warriors may be in the same attack group as a Razide. It may not be given weapons or armor.					
Rivetbull	Son	7	L	3	U1
-2 FD. Cavalry. If you form an attack group of just Rivetbulls, or raid using just Rivetbulls, each Rivetbull gains +2 to its CV.					
Sacred Tear	Cre	2	L	2	R1
-1 FD, 1 RM. Infantry. Solitary. Sacred Tears may not attack, but will defend normally. If a Sacred Tear raids by itself, it gains +15 to its CV and it may target any establishment, even if it has no vulnerable edges. They may even target the commander if there are establishments in the turf. After the raid it is annihilated (regardless of the result). If defeated in combat, it will also be annihilated, plus its opponent will be killed (and discarded as normal).					
Schwerwaffe Soldat	Son	4	A, L	—	U2
-1 FD, 1 RM. Infantry. In order to play this card, you must have a card in your turf that allows you to play equipment. The Schwerwaffe may not raid by air.					
Scout Cavalier	Lut	5	L	—	U2
-2 FD. Cavalry. Considered a Cavalier. If a Scout Cavalier resides in your borderlands, your turf may not be raided, not even by sea or by air. Scout Cavaliers gain +1 to their CVs for each additional Cavalier in the same warband or borderlands. They will not affect their own CVs. They are never affected by negative modifiers to their CVs.					
Seaman	—	3	S	1	C2
-1 FD. Infantry. No deck limit.					
Sebastian Crenshaw	Bro	7	A, L, S	5	U1
-1 FD. Unique. Infantry. Spellcaster. Island Team member. When Crenshaw attacks, he must attack an opponent's Dark Legion warrior if one is available (this applies to any attack group he joins as well). He may never be given weapons or armor.					
Shock Soldat	Son	3	L	—	R2
-1 FD, 1 RM. Infantry. Considered a Soldat. Shock Soldats may only form attack or defense groups with other Shock Soldats. During combat, each opposing warrior loses -x to its CV, where x is the number your of Shock Soldats involved in the combat.					
Soldat	Son	2	L	—	C2
-1 FD. Infantry. No deck limit.					
Stained Crow	—	3	A	1	C2
-1 FD. Infantry. No deck limit.					
Support Artillery Ox	Cre	7	C	A, L	R1
-3 FD. Cavalry.					
Tailwave	Son	9	A	2	U2
-2 FL. Vehicle. If a combat with the Tailwave results in a tie, the Tailwave will break the tie and win the combat.					
Templar Legionnaire	Tem	2	L	—	U1
-1 FD. Infantry. Opponents must attack Templar Legionnaires (or groups containing Templar Legionnaires) before any other warrior in the same warband/borderlands. No deck limit.					
Templar Marine	Tem	3	L, S	—	U2
-1 FD. Infantry. In order to play this card, you must have a card in your turf that allows you to play equipment. If you form an attack group of just Templar Marines, or raid using just Templar Marines, each Templar Marine gains +2 to its CV.					
Torrent Battle Wagon	Cre	6	L	—	U1
-2 FL. Vehicle. The Torrent may either attack up to two times per turn, or raid two times per turn. May not attack and raid in the same turn.					
Tusked Serett	Tem	6	L	—	C1
-2 FD. Cavalry. Serett gains +2 CV when in combat against infantry.					
Undead Legionnaire	Dar	1	L	—	C2
Infantry. Require no icons to play or maintain. They may never form defense groups or become sailors or flyers. No deck limit.					
Veiled Dart	Son	7	A	3	R1
-3 FL. Vehicle. A raid by air comprised of just Darts may sneak past any one warrior or group in the borderlands (your choice).					
Verounist Stingray	Tem	8	A	—	R1
-2 FL. Vehicle.					
Zhurgon	Dar	9	A, L	2	U2
-2 FD. Cavalry. Worthy of Dark Symmetry.					

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CONNECTICUT

APRIL 5, HAMDEN

Gray Matter Conventions in Connecticut. NEW HOTEL! HoJo in Hamden; call 203-288-3831 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Type I, Type II or Sealed Deck tournaments. $1,000 in CASH prizes. Over 15 tournaments including: Under 16, Booster draft & Two-Headed-Giant team tournament. Huge dealers area. Doors open 9am. $17 in advance, $20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com

ILLINOIS

MARCH 1,8,15,22,29 & APRIL 5,12,19,26, LOCKPORT

OTHER WORLDS *MAGIC* TOURNAMENT, 143rd St., 4 blocks west of Bell Rd., Orland Oak Shopping Center. There will be 1st, 2nd and 3rd PRIZES!!!! $2 admission 3pm-6pm. For more information, contact: Ron Krasneck @ 708-301-7748.

MARCH 16 & APRIL 6, CHICAGO/PALATINE

MAGIC HANSEN'S GRAND XIII feeder's into the $15,000 Grand Master. Prizes over $2,000. Spots into the $15,000 Grand Master. Other prizes through 8th place. Type: YOU CHOOSE--all compete for the $2,000 prizes. Four divisions: Type I, Type II, *Mirage*-Visions Constructed, or *Mirage* Sealed. (Note: you stay in your division i.e., Type II plays only other Type II, until the top two in each division are selected who then compete with the Final Eight in a new Sealed Deck format—Call for further information). Entry: Pre-registration: Type I, II, *Mirage-Visions* Constructed $18 or $25 for *Mirage* Sealed (847-222-1994) or at the door $22 and $30 for *Mirage* Sealed. Dealer tables $25 each. For dealer info., directions, tournament information, price list and other sanctioned tournaments around Chicago contact: Hansen's @ 847-222-1994 or HanHobbies@aol.com.

MASSACHUSETTS

MARCH 15, BOSTON

Gray Matter Conventions in Boston, Tremont House, 275 Tremont St., call 617-426-1400 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Type I, Type II or Sealed Deck tournaments. $1,000 in CASH prizes tournament. Over 15 tournaments including: Under 16, Booster draft & Two Headed Giant Team tournament. Huge dealers area. Doors open 9am. $17 in advance, $20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

MICHIGAN

MARCH 8, 22 & APRIL 12, 26 BATTLE CREEK

MAGIC: THE GATHERING DECK TOURNAMENTS. Limited to 40 players. Pre-registration suggested, door registration 9am. Tournament begins at 10am. $20 advance registration (or $25 at the door), gets you 1 sealed deck, 2 boosters and 4 basic lands. Minimum prize support $200 each tournament. Always buying *Magic* at Gamers Guild. Best selection of singles in SW Michigan. For more information contact: Marcus @ 616-660-0925 or write Gamers Guild, 1230 East Columbia Ave., Battle Creek, MI 49014.

NEW JERSEY

MARCH 7,14,21,28 & APRIL 4,11,18,25 CLIFTON

JUDGE DAYS presents the greatest Type I tournaments since the Fall of the Roman Empire! 433 Route 46E (just 5 miles East of the Willowbrook Mall). EVERY FRIDAY NIGHT. $5 ADMISSION, 6PM. PRIZE: different box each week. For more information contact: Adam Kent @ 201-340-9393.

MARCH 29, EDISON

Gray Matter Conventions in New Jersey. The Raritan Inn, exit 10 off NJ Turnpike. Call 908-661-1000 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Professional Tournament Qualifier for Pro Tour - NY. *Mirage/Visions* sealed deck. 2 Master & 2 Junior slots will be awarded for the Paris Professional Tournament. GRAND PRIZE - $1,000 in CASH prizes. Over 15 tournaments throughout the day including Sanctioned Type I & Type II. Huge dealers area. Doors open 9am, $25 in advance, $28 at the door. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue 9th Floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com

APRIL 20, EDISON

Gray Matter Conventions in New Jersey, call for hotel information regarding this event. Sanctioned *Magic: The Gathering*® convention & tournament: Type I, Type II or Sealed Deck tournaments. $1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed-Giant team tournament. Huge dealers area. Doors open at 9am. $17 in advance, $20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue 9th Floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com

NEW YORK

MARCH 15, NEW YORK

Gray Matter Conventions at Neutral Ground, 291 7th Avenue, 9th floor. Professional Tournament™ Qualifier. Pro Tour Qualifier tournament-Type II (Dallas) format. 2 Master slots will be awarded for the Paris Professional Tournament. $500 in CASH prizes will be awarded. $18 in advance, $20 at the door for the Pro Tour Qualifier. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

APRIL 12, LONG ISLAND

Gray Matter Conventions in Long Island. Long Island Marriot (next to the Nassau Coliseum) call 516-794-3800 for directions. Sanctioned *Magic: The Gathering*® convention and tournament: Type I, Type II or Sealed Deck tournaments. $1,000 in CASH prizes. Over 15 tournaments including: Under 16, Booster draft & Two-Headed-Giant team tournament. Huge dealers area. Doors open 9am. $17 in advance/$20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

APRIL 19, NEW YORK

Gray Matter Conventions in New York. New Yorker Hotel, 34th Street & 8th Avenue, call 212-971-0101 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Professional Tournament Qualifier for Pro Tour-NY, *Mirage/Visions* sealed deck. 2 Master & 2 Junior slots will be awarded for the Paris Professional Tournament. GRAND PRIZES-$1,000 in CASH prizes. Over 15 tournaments throughout the day including Sanctioned Type I & Type II. Huge dealers area. Doors open 9am. $25 in advance, $28 at the door. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

PENNSYLVANIA

MARCH 22, PHILADELPHIA

Gray Matter Conventions in Philadelphia. Clarion Suites Convention Center, 1010 Race Street, one block from the Philadelphia Convention Center call 215-922-1730 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Professional Tournament™ Qualifier for Pro Tour-NY. *Mirage/Visions* sealed deck. 2 Master & 2 Junior slots will be awarded for the Paris Professional Tournament. GRAND PRIZES -$1,000 in CASH prizes. Over 15 tournaments throughout the day including Sanctioned Type I & Type II. Huge dealers area. Door open at 9am. $25 in advance, $28 at the door. Contact: Bruce Johnson, Gray Matter Conventions, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

MARCH 22-23, BETHLEHEM

EPIC Lehigh University Center. US Route 22 to Hwy. 378 South, left on 4th St. (after bridge), take first right to LU campus (local lodging available in nearby Bethlehem). The tri-state area's huge premier gaming convention will host a variety of role-playing games and card games. These include *AD&D*, Vampire (including a LARP), and two DCI-sanctioned *Magic: The Gathering* tournaments. Pre-register by phone, at our website at http://www.lehigh.edu/~ingam/ or send e-mail to DWL2@lehigh.edu. $10 for entire weekend (pre-reg) or $7/day at the door. For more information and directions contact: Anthony Aiesi @ 610-758-0783.

APRIL 5, PITTSBURGH

Gray Matter Conventions in Pittsburgh, Holiday Inn-UC 100 Lytton Avenue (on the U Pitt campus), call 412-682-6200 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Professional Tournament™ Qualifier for Pro Tour-NY, *Mirage/Visions* sealed deck. 2 Master & 2 Junior slots will be awarded for the Paris Professional Tournament. GRAND PRIZES-$1,000 in CASH prizes. Over 15 tournaments throughout the day including Sanctioned Type I & Type II. Huge dealers area. Doors open 9am. $25 in advance, $28 at the door. Contact: Bruce Johnson, Gray Matter Conventions 291 7th Avenue 9th Floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com.

APRIL 19, PITTSBURGH

PITTSBURGH COMICON. MAGIC-HANSEN'S GRAND XX feeders into the $15,000 Grand Master. Prizes over $2,000. Spots into the $15,000 Grand Master. Other prizes through 8th place. Type: YOU CHOOSE--all compete for the $2,000 prizes. Four divisions: Type I, Type II, *Mirage-Visions* Constructed, or *Mirage* Sealed. (Note: you stay in your division i.e., Type II plays only other Type II until the top two in each division are selected who then compete with the Final Eight in a new Sealed Deck format—Call for further information). Entry: Pre-registration: Type I, II, *Mirage-Visions* Constructed $18 or $25 for Mirage Sealed (847-222-1994) or at the door $22 and $30 for Mirage Sealed. For directions call 814-467-4116. Tournament information, price list and other sanctioned tournaments contact: Hansen's @ 847-222-1994 or HanHobbies@aol.com.

TEXAS

MARCH 15, HOUSTON

L. KING COLLECTABLES presents their March In-Store SALE-BRATION Event! 3001 Fondren, between Westheimer & Richmond. FREE ADMISSION, FREE PARKING, 10am-6pm. Bring this ad for a free pack of gaming cards. Discover our wide selections of *Visions, Mirage, Alliances, 4th Edition, Ice Age, Chronicles, Legends* and *Antiquities* singles, packs and boxes. Over 100,000 unplayed Magic singles at LOWEST everyday prices in stock. Other gaming cards include singles, packs and boxes of *Star Wars* Limited, *New Hope, Hoth, X-Files, Battletech* and *Star Trek*. Look for special savings throughout the store on all of your gaming cards needs. Call 713-782-2273 or E-mail lkingc@flash.net for more information.

WASHINGTON, DC

MARCH 29, TYSONS CORNER, VA

Gray Matter Conventions in Washington, DC. Tysons Westpark Hotel-Route 7W off 495 Beltway, call 703-734-2800 for directions. Sanctioned *Magic: The Gathering*® convention & tournament: Type I, Type II or Sealed Deck tournaments $1,000 in CASH prizes tournament. Over 15 tournaments including Under 16, Booster draft & Two-Headed Giant Team tournament. Huge dealers area. Doors open 9am. $17 in advance/$20 at the door for the Type I & Type II ($25/$28 for sealed deck). Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com

APRIL 26-27, TYSONS CORNER, VA

Gray Matter Conventions in Washington, DC. Sheraton Premiere at Tysons Corner-Route 7W off 495, call 703-448-1234 for directions. Grand Prix-Washington, D.C. Professional Tournament Qualifier. Sanctioned *Magic: The Gathering*® convention & tournament: $12,500 in CASH prizes; 16 slots for Pro Tour-NY (8 Master & Junior) *Mirage/Visions* sealed deck format for the PT Qualifier event. Over 25 tournaments throughout the weekend including sanctioned Type I, Type II, Sealed Deck & Booster draft. Non sanctioned formats including Grand Melee & Two-Headed-Giant team tournament. Huge dealers area. Doors open 8am. $38 in advance/$45 at the door for Professional Tournament Qualifier. General Admission $5 each day. Meet Magic artists. Charity auction. Contact: Bruce Johnson, Gray Matter, 291 7th Avenue, 9th floor, NY, NY 10001, 800-852-2442. E-mail graymatter@expressways.com

Swan SONG

Rick Swan's unique take on the world of gaming

The Idiot Test II

It's been eight months since the last Idiot Test ("Swan Song," *InQuest* #16). And in the interim, if you're anything like me, you've had a sizable number of brain cells pass into the Great Beyond.

So it seems like a good time for a sequel. Grab a crayon, check off the best answer to each of the following questions and let's see how much gray matter you've got left.

1. A little-known fact about Richard Garfield is that prior to inventing *Magic*, he:

a. Spent six years in Bangladesh and Nepal.
b. Taught mathematics at Whitman College in Washington.
c. Danced in the original Broadway production of *Cats*.

2. Continued success on the *Magic* tournament circuit may eventually earn you the title of:

a. U.S. Open National Champion.
b. Duelists' Convocation Pro Tour Grandmaster.
c. Cap'n Cardflopper.

3. Advertisements for *Magic* featured which of the following slogans?

a. "Simple strategies, infinite possibilities."
b. "The strategy game that will have you spellbound."
c. "*Magic*: Better than POGs."

4. A male player who'll be facing an opponent of the opposite sex should be sure to wear:

a. A loose, comfortable shirt.
b. Clean, pressed jeans.
c. A drool cup.

5. A roleplaying product using the same concepts as *Vampire: The Eternal Struggle* is:

a. *Vampire: The Dark Ages.*
b. *Vampire: The Masquerade.*
c. *Vampire: The Macarena.*

6. A gracious way to soothe the feelings of a just-defeated opponent is to say:

a. "Whew! I thought you had me there for a second!"
b. "Better luck next time, old sport."
c. "Hey dork face—how's it feel to get beat like a bongo?"

7. You've just acquired a Mox Pearl. You:

a. Store it in a safety deposit box with your other valuables.
b. Consult the latest "*InQuest* Price Guide" to ascertain the value, then sell it for a fair price.
c. Trade it for some Spam.

8. One of the most heavily traded *Mirage* cards is:

a. Crimson Hellkite.
b. Phyrexian Dreadnought.
c. Whistling Weiner.

9. It's possible to build an effective *Magic* deck comprised entirely of:

a. Red cards.
b. Black cards.
c. Plaid cards.

10. In case you get hungry during a tournament, it's a good idea to bring:

a. A candy bar and a box of Triscuits.
b. An apple and a bag of M&Ms.
c. A spoon and a can of Crisco.

11. Some decks are referred to as "killer" because of:

a. The effect they have on opponents.
b. The effect they have on play balance.
c. The effect they have on bank accounts.

12. Which recent ruling from Wizards of the Coast should have a significant impact on tournament play?

a. The end phase has been eliminated, and the heal phase has been renamed the cleanup phase.
b. Any discard required to resolve an effect or pay a cost counts as "forced" even if you have a choice.
c. Whoever's spent the most money on boosters automatically wins.

13. It's a good idea for Wizards of the Coast to ban:

a. Any card with ambiguous text.
b. Any card that proves to be too powerful.
c. Any card that I don't own.

14. *Magic* isn't Richard Garfield's only CCG. Another is:

a. *Netrunner.*
b. *BattleTech.*
c. *BoogerFlic.*

15. *Magic* players know the importance of good hygiene. For example, it's time to brush your teeth when:

a. You've just finished a meal.
b. You're ready to go to bed.
c. You can melt the shrink wrap off a starter deck by breathing on it.

16. In the middle of a tournament, you catch your opponent cheating. What is the proper response?

a. Tell him gently but firmly that the game is over.
b. Inform a tournament official of the transgression.
c. Kick the rat bastard in the groin.

17. I wish Richard Garfield a long healthy life because:

a. He has many innovative designs yet to share.
b. As a humanitarian, I wish everybody a long healthy life.
c. I *am* Richard Garfield.

SCORING: Give yourself one point for each c.

0 points: Normal
1-4 points: Need help reading
5-8 points: Need help eating
9 or more points: Need help wiping

Rick Swan buys replacement brain cells from the Home Shopping Network.

THE X FILES **Byers, Langly, _____**